

SUPER COLLECTOR'S ISSUE!



Archie
COMICS
SEGA

ISSUE **9**

SONIC

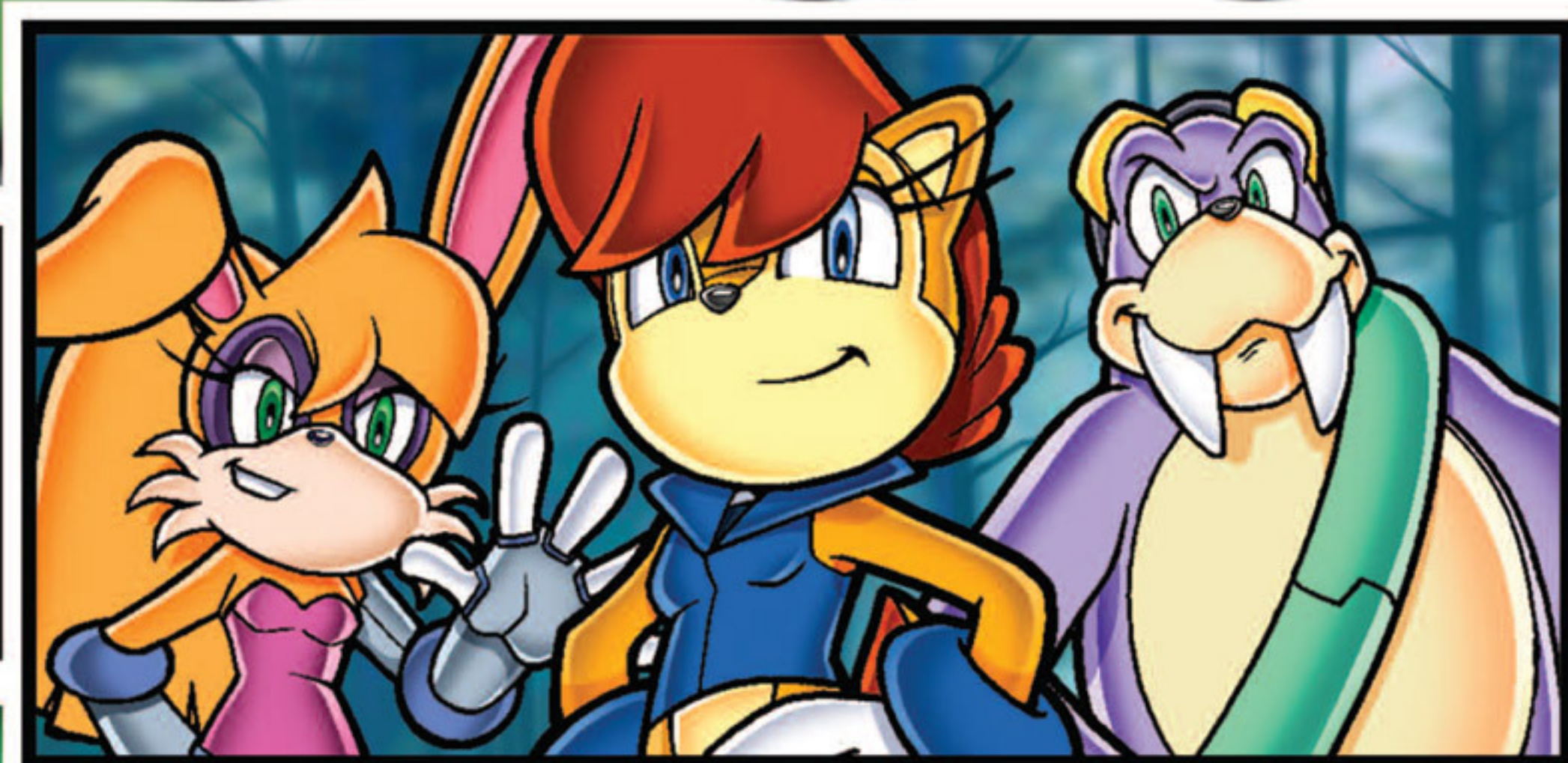
SUPER SPECIAL

SONIC LOST WORLD



**EXCLUSIVE
STORY
INSIDE!**

PLUS



**YOUR OFFICIAL GUIDE
TO THE ALL NEW
SONIC COMIC UNIVERSE!**

SONIC SUPER SPECIAL

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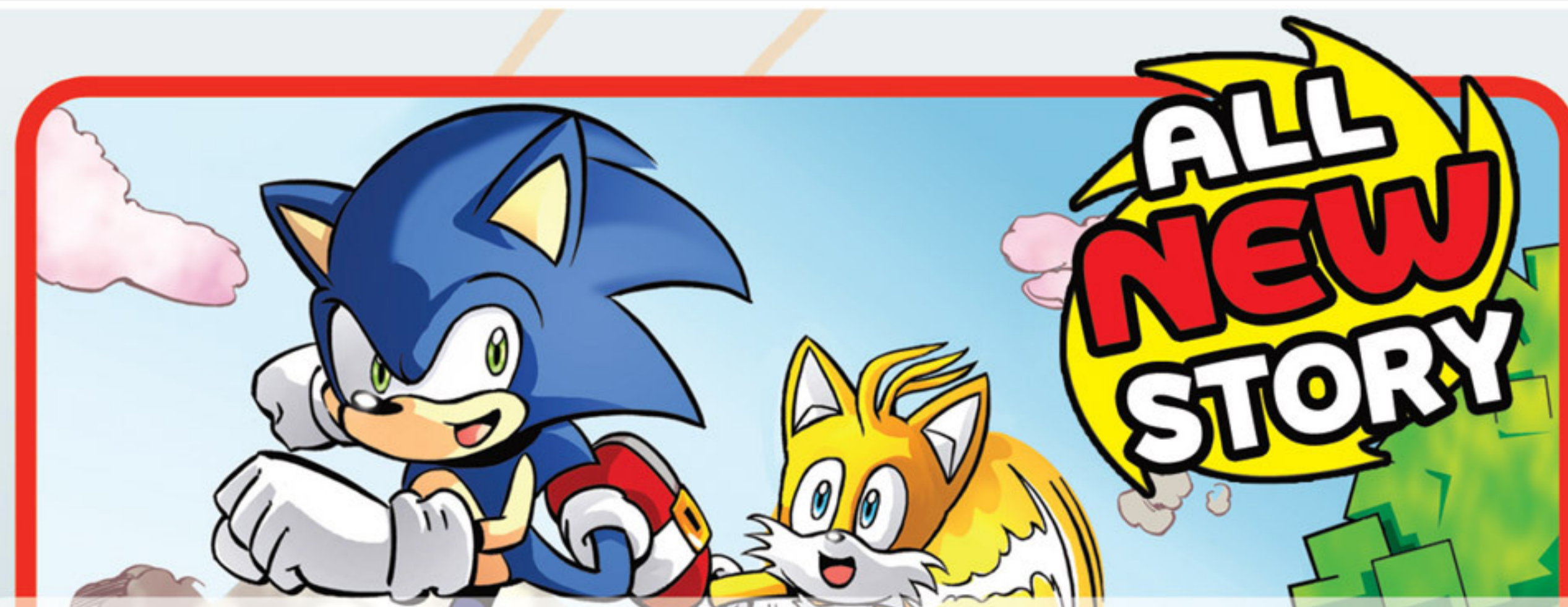


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SONIC

SUPER

SPECIAL



10

SONIC LOST WORLD

Dr. Eggman stands poised to launch his most devastating attack yet, and it's up to our heroes to save not only their own world, but a mysterious new world hidden amongst the clouds.



34

TREASURE TEAM TANGO PT 1

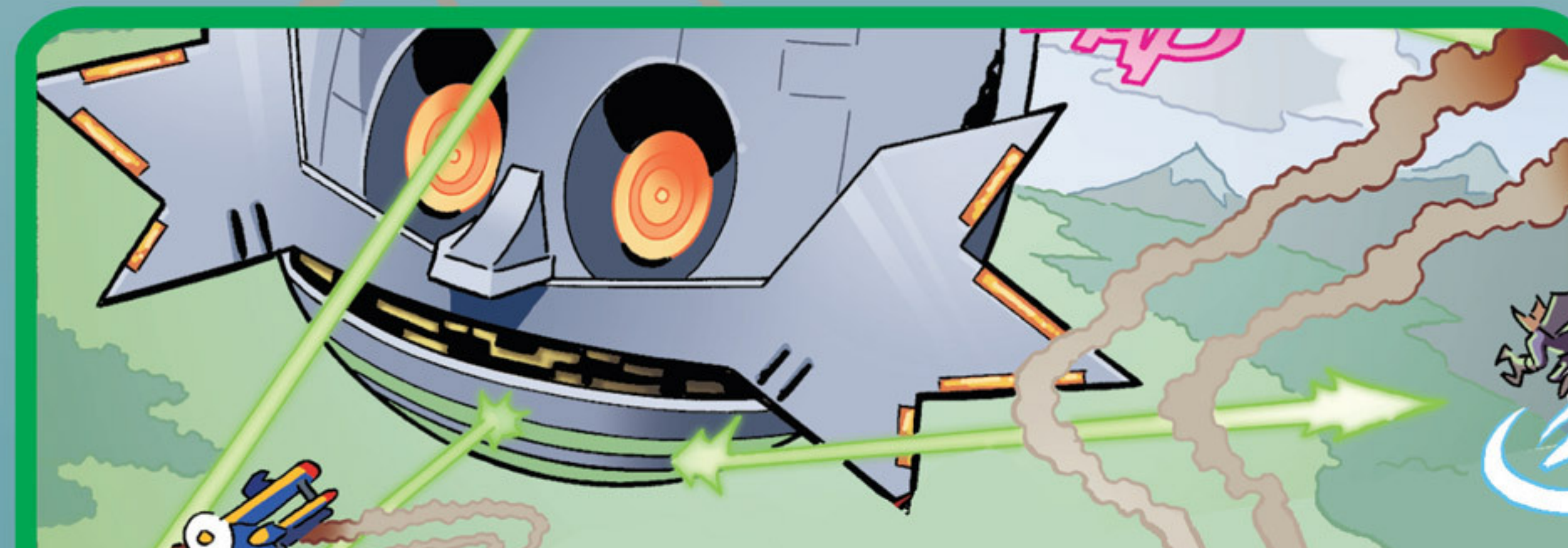
When a mysterious energy signature catches the attention of Amy Rose and Cream the Rabbit an all new adventure begins! However, this energy isn't the only mystery. Why is Blaze the Cat in Sonic's world?



64

HOME NEW HOME

New Mobotropolis is everything our heroes could ask for. A beautiful city filled with lush parks, charming forests, shopping, school facilities, and so much more. It's like a dream come true, until Eggman shows up to take it all away.



94

ONE STEP FORWARD

Sonic and the Freedom Fighters' worst nightmare has become a reality, the dreaded Death Egg has returned! What is the mad scientist planning to do with his flying fortress? Can New Mobotropolis be saved or is Sonic already too late?

SONIC SUPER SPECIAL

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SONIC SUPER SPECIAL MAGAZINE

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SONIC GRAMS PRESENTS



HEY KIDS!

WRITE TO

US @: SUPER SPECIAL DELIVERY

**MAIL c/o ARCHIE COMIC
PUBLICATIONS, INC.**

P.O. BOX # 419

MAMARONECK NY 10543-0419

YOU CAN ALSO WRITE

IN VIA E-MAIL: SONIC@ARCHIECOMICS.COM

LETTERS

Greetings once again, Sonic fans and new readers alike! Welcome to the Sonic Super Special Magazine, where everything you see before you is packed to the brim with super special awesomeness! Join the Blue Blur in his many comic book adventures spanning through all of time! This issue is particularly special because we have an **ALL NEW STORY** based on Sega's hottest new game, **SONIC LOST WORLD™**! So what are you waiting for? There's a whole new world to explore!

Dear 'Super Special Delivery',

Espio and Silver are my favorite Sonic characters! Are you planning any team-ups with them?

You'll certainly be seeing our master ninja very soon, as for our telekinetic time traveler only the future has the answers you seek!

Also, will any of the Sonic characters remember the crossover?

**Espio and Silver's Fan(atic),
Jacob A. from Missouri**

Thanks for the letter, Jacob! Quite a few of the characters in Sonic's world remember the crossover, just read Sonic the Hedgehog 252 and 253!

Dear 'Super Special Delivery',

My name is Thomas. I'm 12 years old and have loved Sonic comics ever since I was 10 years old and I have a copy of the original Sonic comic mini-series issue 1.

Talk about classic Sonic, that's a collectible, ya know! Also collected in Sonic Archives vol.0 graphic novel on sale now! plugplugplugplug

I really liked the comic in Sonic Super Special issue 8 called Rematch! My favorite Sonic villian is Naugus and my three favorite Sonic the Hedgehog comics are issues 63, 64, and 65, so I really loved that comic.

Those are great, and they're available now in Sonic Archives vol. 17! They are also

SUPER SPECIAL DELIVERY

available individually on the Sonic Comics App! Plugplugplugplug!

I remember about a year ago when I first got those issues and I made my mom read them to me. She remembered what happened to a certain yeti so when I got Sonic Super Special 8 I showed her the part where Sonic went to visit him.

Happy to hear our comics have the power to bring families together! :)

I'm way past excited about Sonic Lost World™. Bye, and thanks for staying way past cool.
-Thomas sent to Sonic@ArchieComics.com

So long, Thomas! We hope you enjoy our comic adaption! I'd say it might just be...wait for it... OUT OF THIS WORLD!!! :D

Dear 'Super Special Delivery',
Hello guys how are you doing?

We're doing just fine, thanks!

I would like the usual please.

Small, medium or large?

1. HOW COME YOU DIDN'T HAVE A BEAN THE DUCK STICKER IN THE STICKER SPECTACULAR?!?!?!?

*That's a large for sure! *Ahem* Bean's explosive personality has been acting up much more ever since he appeared in Pirate Plunder Panic, (happening right now in Sonic Universe by the way) so we didn't want to endanger the other characters on the sticker sheet. We hope you understand!*

2. Could you guys please have a Bean spectacular? Please??

I'm sure that'd be a real BLAST!

3. In Sonic #252, I noticed that Tails said that "We haven't seen Silver since we rescued the Wisps." Seeing as the Sonic Colors story took place in "Another time, another place," does this mean that the new universe that the Sonic stories happen in is the same universe that the "Another time, another place" stories take place, or is it just a coincidence?

Good question! No, it's not the "Another time, another place" universe. It's similar, but not exactly the same. You'll see

what I mean really soon!

4. Will we ever see other characters return since this is a different universe, like Snively, Gamma, etc?

Oh yes! You'll see plenty of familiar faces, but in a different light. New characters too!

5. Will we ever see Team Hooligan again, or are they just going to not exist? Thank you for taking your time out of your busy schedule to read this!

Bean the Duck's biggest fan,
John R. sent to Sonic@ArchieComics.com

You are welcome, John! Team Hooligan's return depends on if a certain someone would stop being such a weasel and show himself! Bean and Bark are out and about right now in Pirate Plunder Panic! Check out Sonic Universe issues 55-58 for all the swashbuckling action!

Dear 'Super Special Delivery',
Hello, my name is Tristan O. Also known as "The Ultimate Hedgehog". I'm 12 years old and I'm from Minnesota. I just bought Sonic Super Special 8 and it looks great! I totally wish I was one of you guys.

Aw, geeeeee - thanks for the kind words!

Now on to the question; Is there going to be a Worlds Collide Universe like the Legacy Series?

If everyone keeps supporting the "Sonic Legacy" series of graphic novels, you can bet we will one day!

Thank you so much for reading my message! Happy 20th guys!
From Tristan O. AKA "The Ultimate Hedgehog" sent to Sonic@ArchieComics.com

Thanks for the letter, Tristan!

Well that's all of the room we have! See ya'll next letters column! Until then, write to us at Super Special Delivery to get your letter in the Sonic Super Special, OR write to Sonic Grams to see your letter printed in Sonic the Hedgehog and Sonic Universe!

SUPER SHOUT-OUTS

"Glad to see Sally Back!"

~Hayden G.

sent to Sonic@ArchieComics.com

"Don't slow down!"

~ Josh

sent to Sonic@ArchieComics.com

"Break the sound barrier!"

~ John

sent to Sonic@ArchieComics.com

"Can Metal Sonic have his own saga?!"

~ Andrew P.

sent to Sonic@ArchieComics.com

"Thanks to Sonic Archives, I've been able to read almost every Sonic Comic!"

~ Austin H.

sent to Sonic@ArchieComics.com

"The first time I read one of your comics I knew I had to keep on reading it and these comics are way waaaaaaayyy past cool (and awesome) keep up that amazing work!"

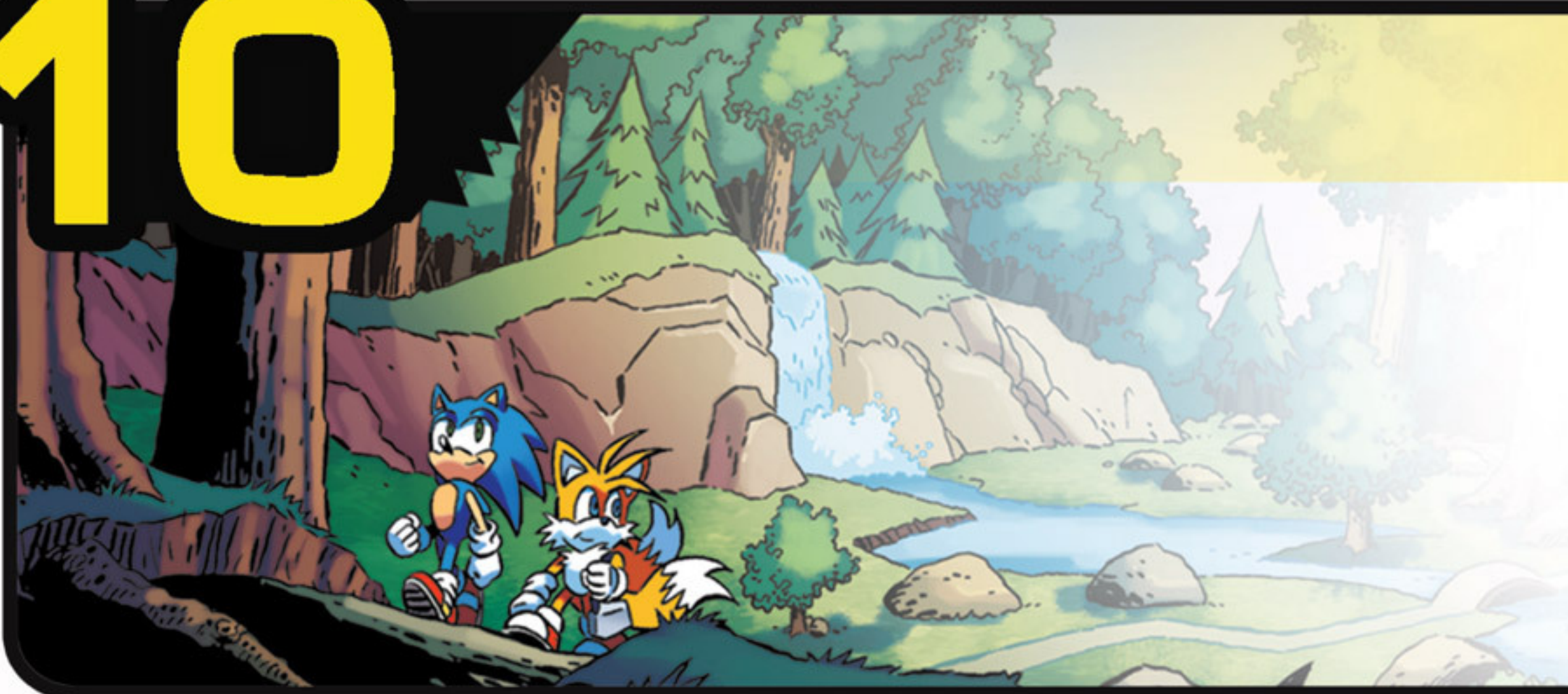
~ Raafiah R.

sent to Sonic@ArchieComics.com



THE TOP **10** REASONS TO BE SUPER EXCITED ABOUT THE NEW SONIC COMIC UNIVERSE

10



NEW ZONES

With the new world comes new geography! All of the zones you've come to love from the games are back to be explored! But what new regions are waiting to be discovered?

NEW ALLIES

What's old is new again! Familiar faces return in bold new ways (like the all new, all different Muttski!) There are new heroes waiting to be found, and old friends waiting to be rediscovered!



9

8



NEW FOES

Dr. Eggman is still around, but he's backed up by a threatening new Egg Army! Who are these new Egg Bosses? And what terrifying new badniks are about to be unleashed?!

TWO WORLDS - TWO MEMORIES

All of Sonic's past adventures have led us to this moment! How will past and present entwine to change the future?



7

6

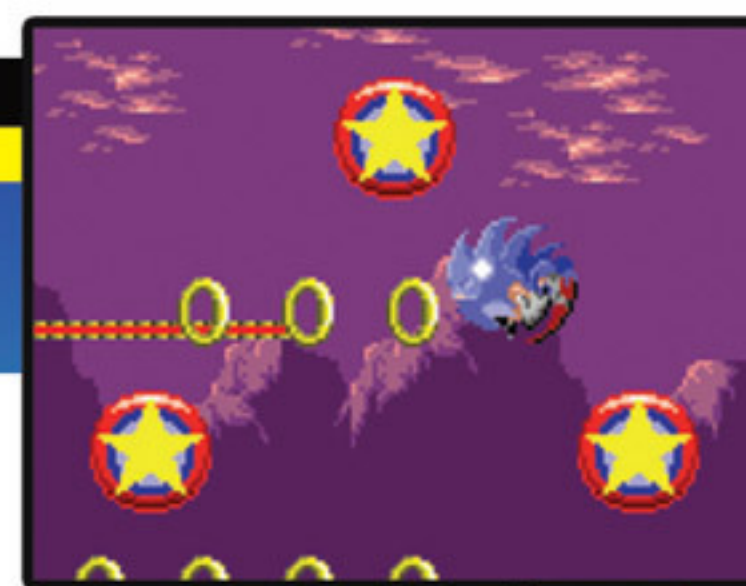


SALLY'S RETURN

The leader of the band is back – and no longer a robot! Is it our same ol' Sal, or is there something more to her?

DID YOU KNOW...

The name of the Freedom Fighters' new air base, the Sky Patrol, is actually a reference to Sega's 1995 Game Gear video game, Tails' Sky Patrol! The design of the ship is also similar to the springs and bumpers found in the Sonic video games!



5

THE TEAM – REUNITED

The Freedom Fighters were torn apart before “When Worlds Collide.” It’s time they got back to where they’re supposed to be – together as a team!



NEW LOOKS

4



All your favorite Freedom Fighters are back, now looking like they’re straight from the games! Who else will get the updated treatment?

3

SKY PATROL

Good-bye Freedom HQ – now Sonic & Co. are flying in style! The Sky Patrol gets our heroes to where the action is, and is ready to face down the Death Egg!



NEW ARTISTS

2



Fresh talent from both professional and fan circles comes to the book! Jerry Gaylord, Evan Stanley and Lamar Wells bring Sonic and the Freedom Fighters to life!

1

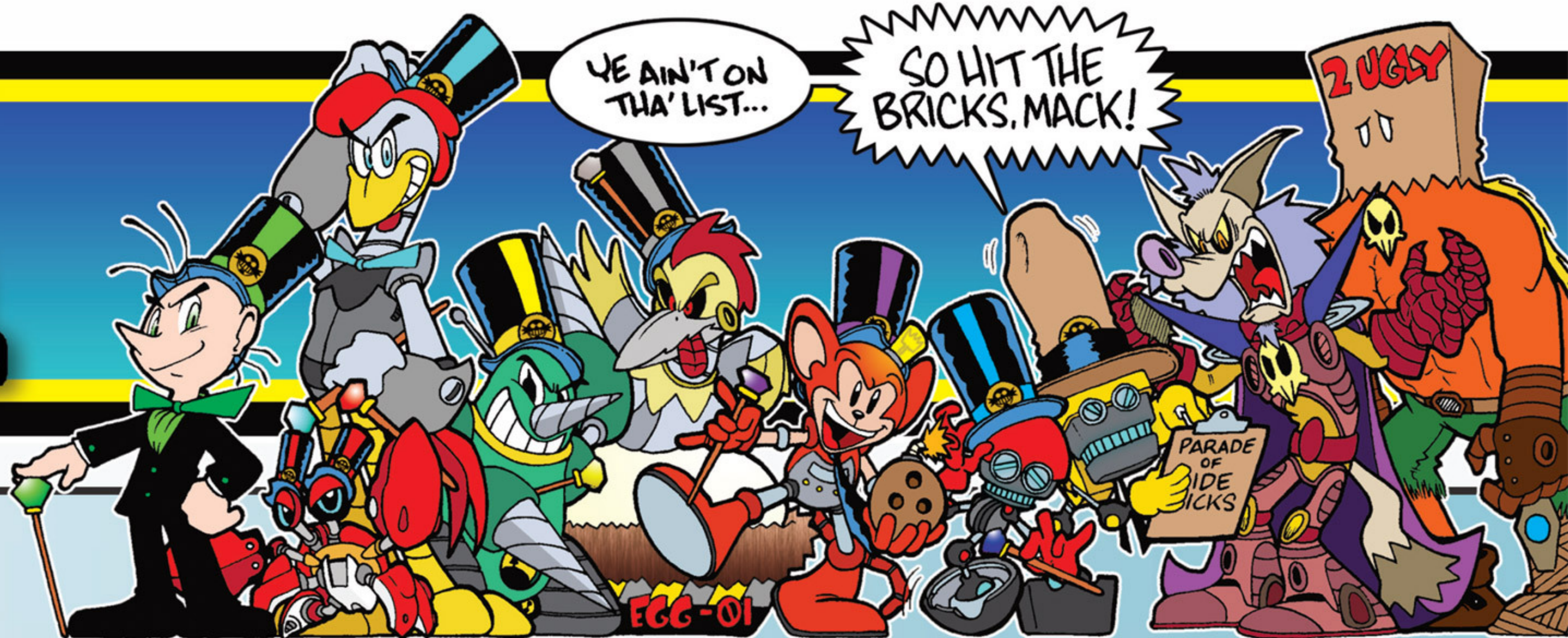
THE SHATTERED WORLD CRISIS

The worlds collided – now Sonic’s world is cracking! It’s a jaw-dropping event that’s going to need everyone to pull together to save the planet!



SONIC SUPER SPECIAL

PRESENTS: THE GRAPHIC NOVEL SPECTACULAR



Welcome, Sonic fans young and old! Jonathan "WB" Gray, your Sonic Off-Panel artist here! The Archie Sonic Team has seen fit to give me my own column (*THE FOOLS! MWAHAHAHA!!!*) where I can discuss random topics with you guys and be "YOUR MAN ON THE INSIDE!"



Sonic / Mega Man™: Worlds Collide Vol. 1
ON SALE NOW! \$11.99 US/\$13.99 CAN

©CAPCOM. Licensed for use by Archie Comic Publications, INC.

The Sonic the Hedgehog/Mega Man™ epic kicks off with a bang as the **Blue Blur** and **Blue Bomber** meet for the first time! And considering how hard they're fighting each other, it might be the last! Why are the heroes trying to take each other down?

I'm more of a handheld console kind of guy.

When I'm relaxing at home in my super-swinging bachelor pad, sipping on delicious coffee beverages, puffing my bubble pipe and ruminating on how nice it must be to have land, I often discover that nothing says "loving" like burning through a game of Sonic Advance 3 to hunt endlessly for chaos in oddly-placed stage locations. Life is so-very-hard for a cartoonist, you see.

Sonic Universe: Vol. 6 -- Treasure Team Tango
ON SALE NOW! \$11.99 US/\$13.99 CAN

It's **Team Rose** versus **Team Dark** versus **Team Hooligan** versus the **Babylon Rogues** for the blue Sol Emerald! At stake: the fate of Blaze the Cat's world! Can Amy, Cream and Blaze battle thier way through a four-way-melee and make it out alive?



That's why, on that fateful day when I first discovered **Sonic Jump**, I spent no expense wasting precious time getting to the next stages instead of...you know, actually getting work done...like I was supposed to.

cough

Most folk don't know that Sonic Jump for mobile phones is actually a remake. The original version of the game came out in 2005/2007 as a downloadable cell phone game for the Japanese "Sonic Cafe" service. Now it's an awesome mobile device game that's getting its very own in-continuity adaptation for **Sonic Super Digest #5** (on sale 11/20/13)! Isn't that peachy keen?!

So now *you too* can read about Sonic's adventures saving his funny animal friends and then, play the game for yourself (it's quite addicting)! You know... instead of getting work done...like you're supposed to...



Sonic Legacy -- Vol. 3
Releases - 11/20/2013 \$16.99 US/\$19.99 CAN

Celebrate 20 years of Sonic comics with stories like the epic "Endgame," featuring the dramatic death of Sally Acorn! Sonic and the Freedom Fighters take on the evil Dr. Robotnik once and for all... and the results will surprise you!

Sonic Archives: Vol. 22
Releases - 12/18/2013 \$7.99 US/\$8.99 CAN

Sonic and his band of Freedom Fighters have arrived in the lost city of Station Square and find its mysterious human inhabitants! Plus, Knuckles and Super Sonic take on the gigantic monster Perfect Chaos in a battle that will leave you breathless!



DUB'S TRIVIA CORNER!

E-123 Omega has had more design tweaks than any other character, from his nose-piece color to his greek omega letter being on one shoulder VS both! Spot the diffs in the print and trade versions of **Treasure Team Tango** to see!



Catch you on the flip side, gang! ■

- Jon Gray! ☺



SEGA MOBILE GAMING NEWS

The world's fastest hedgehog has blasted onto mobile devices with last years incredibly successful Sonic Jump, and is now back to doing what he does best: running!

Sonic Dash is an endless runner that is endlessly fun! You can play as Sonic, Tails, Knuckles, Amy, or Shadow in a race to the finish! It won't be easy though, because the evil doctor Eggman has set up traps on all of the courses! Use various swiping moves to jump, spin, and dash through obstacles

You can play Sonic Dash today for your iPad, iPad mini, iPhone & iPod touch.

Also, bring it back here next issue for our exclusive comic adaption of the fastest mobile game the world has ever seen! ■

SONIC DASH™



SONIC COMIC SUPER SPECIAL FEATURE!

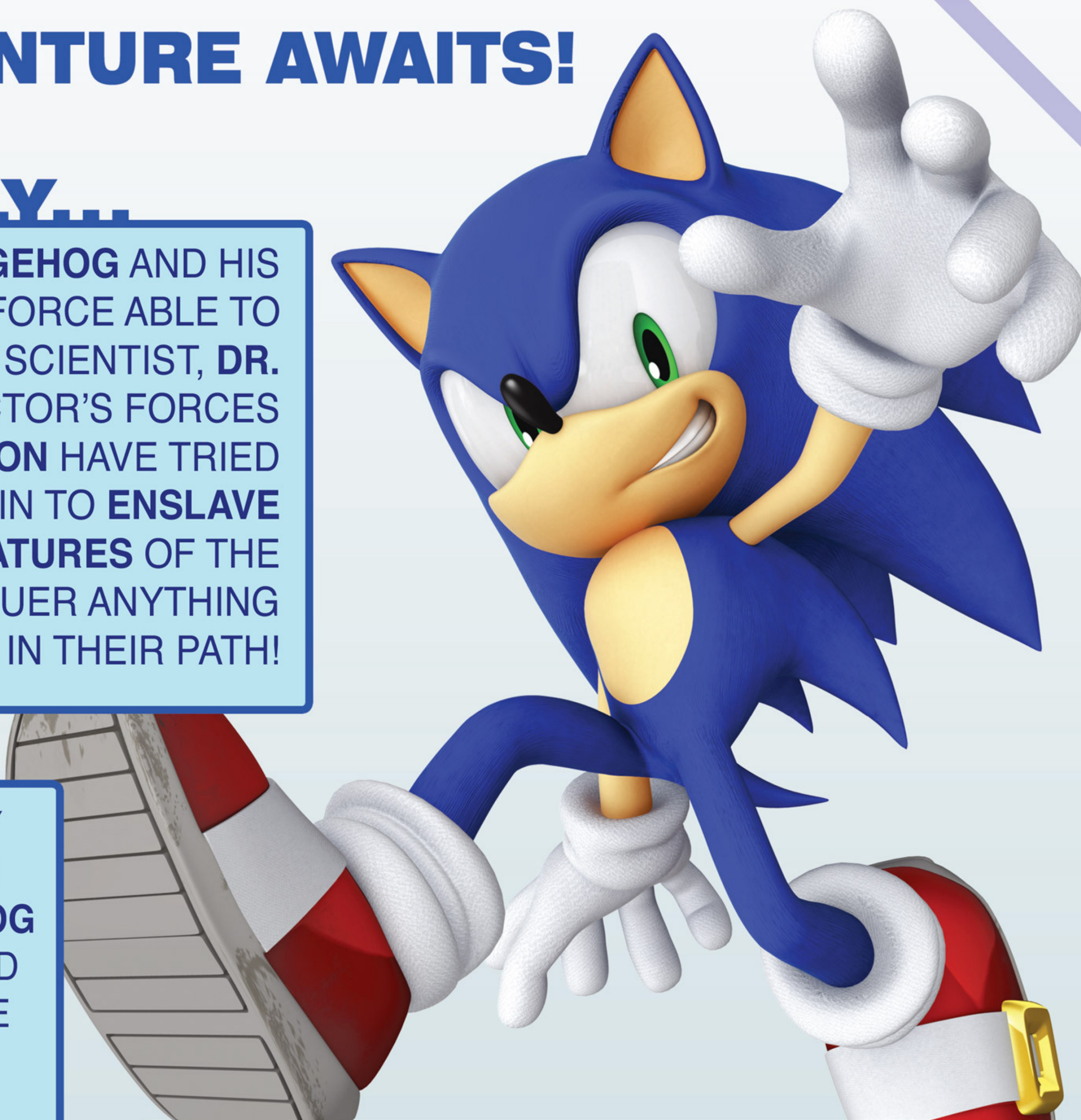
A NEW ADVENTURE AWAITS!

PREVIOUSLY...

SONIC THE HEDGEHOG AND HIS PALS ARE THE ONLY FORCE ABLE TO STAND UP TO THE EVIL SCIENTIST, **DR. EGGMAN!** THE EVIL DOCTOR'S FORCES OF **WORLD DOMINATION** HAVE TRIED TIME AND TIME AGAIN TO **ENSLAVE THE FREE CREATURES OF THE PLANET** AND TO CONQUER ANYTHING OR ANYONE IN THEIR PATH!

ONLY THE SUPER-SPEEDY HEROICS OF EVERYONE'S FAVORITE **BLUE HEDGEHOG** HAVE SAVED THE DAY (AND LOOKED **WAY COOL** WHILE DOING IT!)

NOW DR. EGGMAN STANDS POISED TO LAUNCH HIS MOST **DEVASTATING ATTACK** YET, AND IT'S UP TO OUR **HEROES** TO SAVE NOT ONLY THEIR OWN WORLD, BUT A **MYSTERIOUS NEW WORLD** HIDDEN AMONGST THE CLOUDS...



DID YOU KNOW...

Sonic Lost World™ is the first of three video games featuring the Blue Blur to be released through an exclusive partnership between Sega and Nintendo. It is also the first game to feature an all-new parkour gameplay mechanic to Sonic's arsenal of moves, in which Sonic can now run up walls, grab ledges, and hurdle over obstacles!

SONIC

LOST WORLD™



INTRODUCING:



THE DEADLY SIX!

SONIC LOST WORLD™

IAN FLYNN : writer
RYAN JAMPOLE : pencils
RICK BRYANT : inks
JACK MORELLI : letters
DUSTIN EVANS : colors

Cover art
provided by
SEGA

VINCENT LOVALLO
Assistant Editor
PAUL KAMINSKI
Editor/Executive
Director of Editorial
VICTOR GORELICK
Editor-in-Chief
MIKE PELLERITO
President

SONIC'S
WORLD,
NOW...

DROP THE
CRITTERS,
EGGMAN!

Special thanks to:
AARON WEBBER, SAM MULLEN,
ANTHONY GACCIONE, CINDY CHAU
and to Character Business and Licensing
Department of Sega Corporation



MANY DAYS AGO...

THERE
IT IS,
BOYS...

THE FLYING
CONTINENT OF

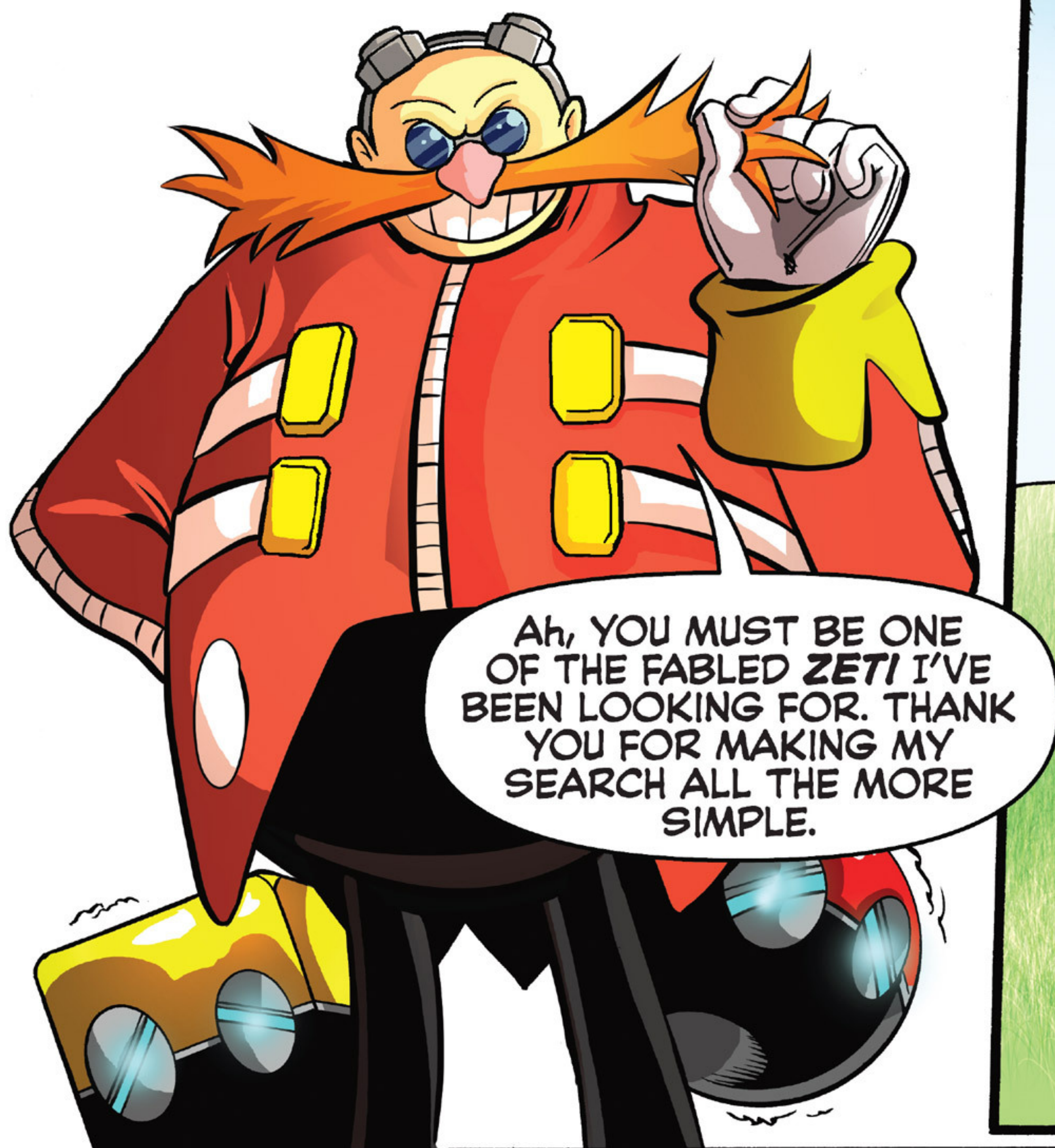
**LOST!
HEX!**

**DR. EGGMAN,
ORBOT & CUBOT**
EVIL GENIUS and
HIS "TRUSTED"
LACKEYS

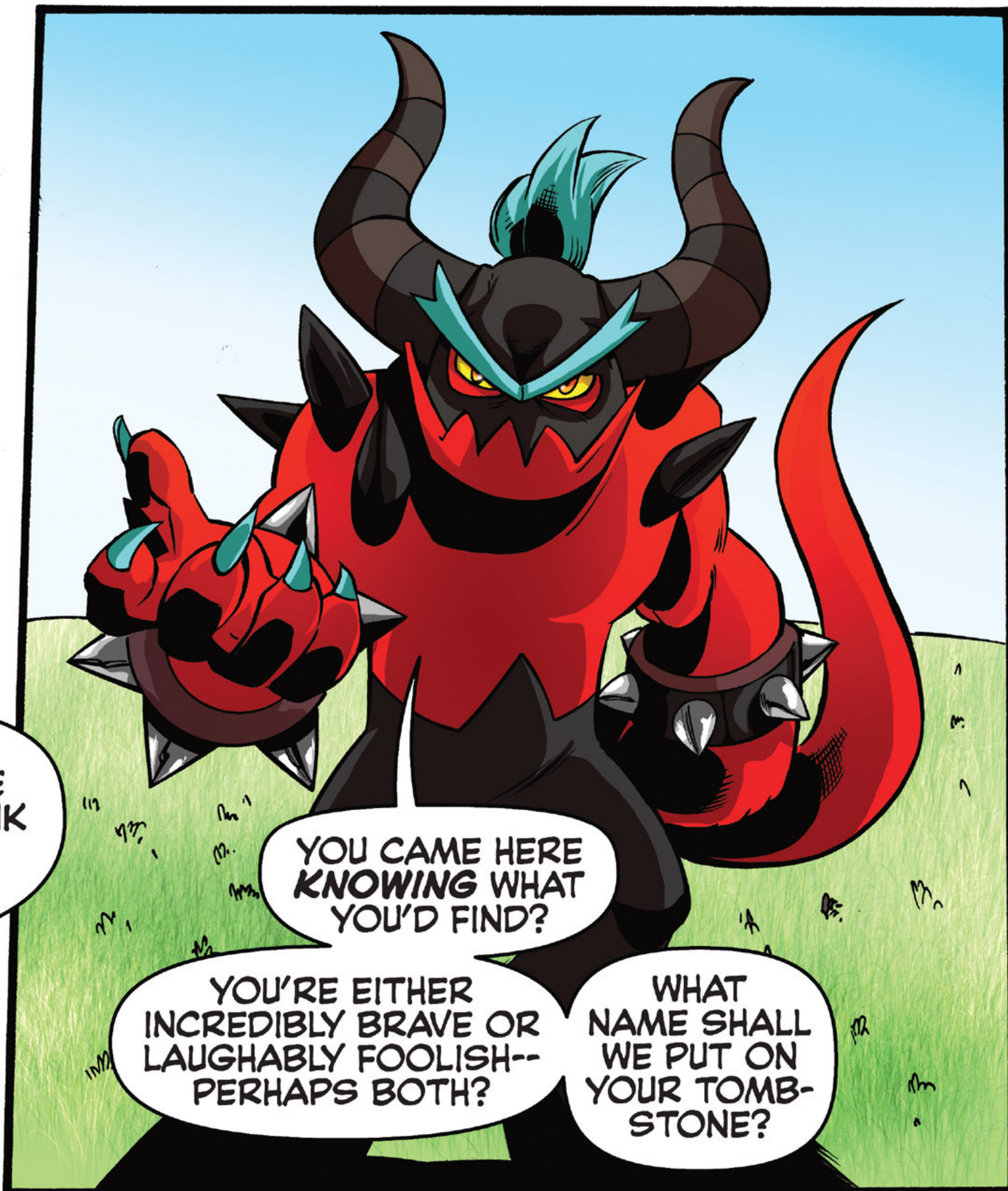
AND MY TICKET
TO WORLD
DOMINATION!

NEAT!





Ah, YOU MUST BE ONE OF THE FABLED **ZETI** I'VE BEEN LOOKING FOR. THANK YOU FOR MAKING MY SEARCH ALL THE MORE SIMPLE.



YOU CAME HERE **KNOWING** WHAT YOU'D FIND?

YOU'RE EITHER INCREDIBLY BRAVE OR LAUGHABLY FOOLISH-- PERHAPS BOTH?

WHAT NAME SHALL WE PUT ON YOUR TOMBSTONE?



BOSS? SIR?

I AM **DR. EGGMAN**-- THE MOST BRILLIANT SCIENTIST IN THE WORLD, AND SOON TO BE YOUR NEW MASTER.

HE'S ALMOST IN STRIKING DISTANCE!

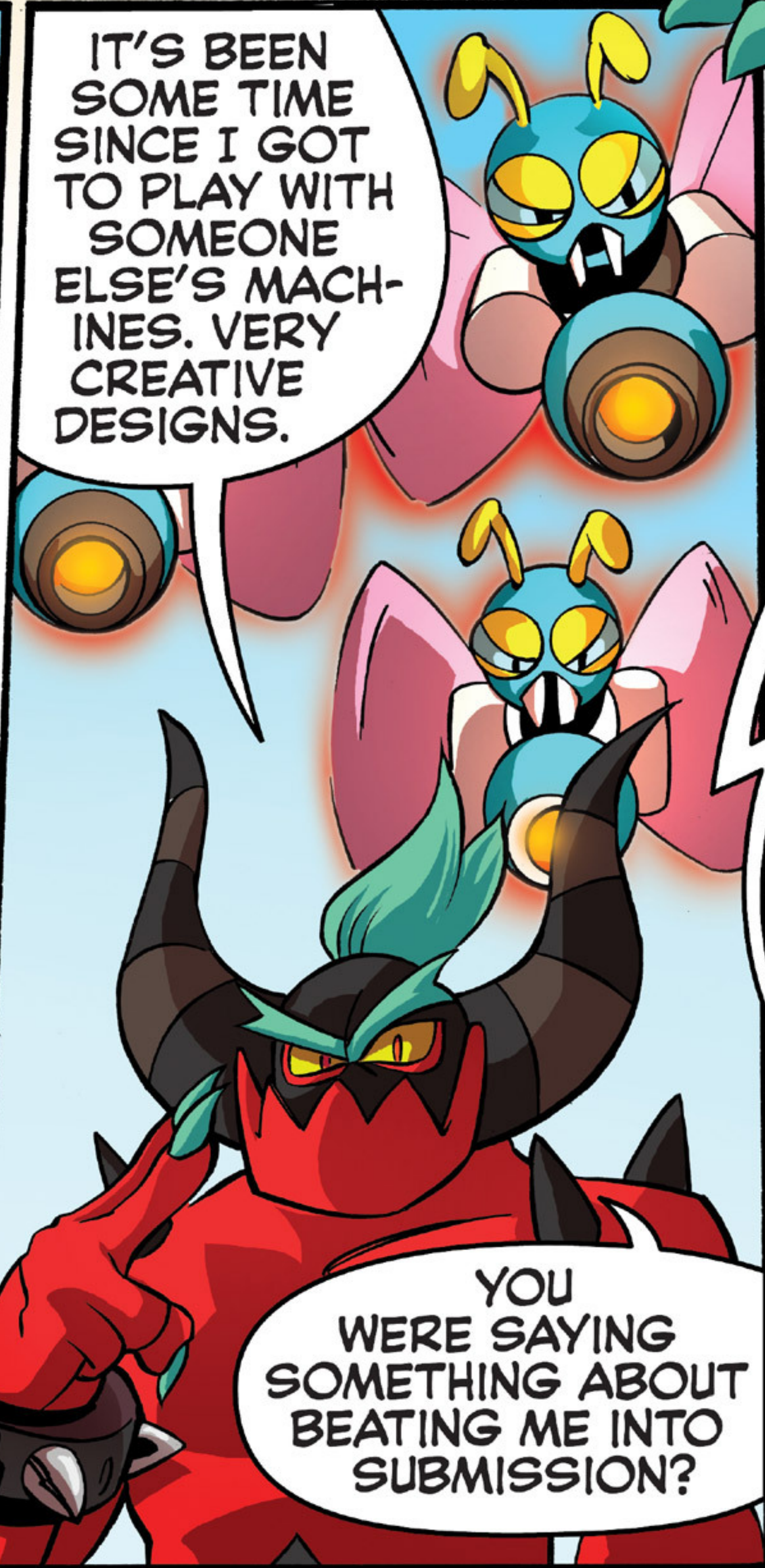
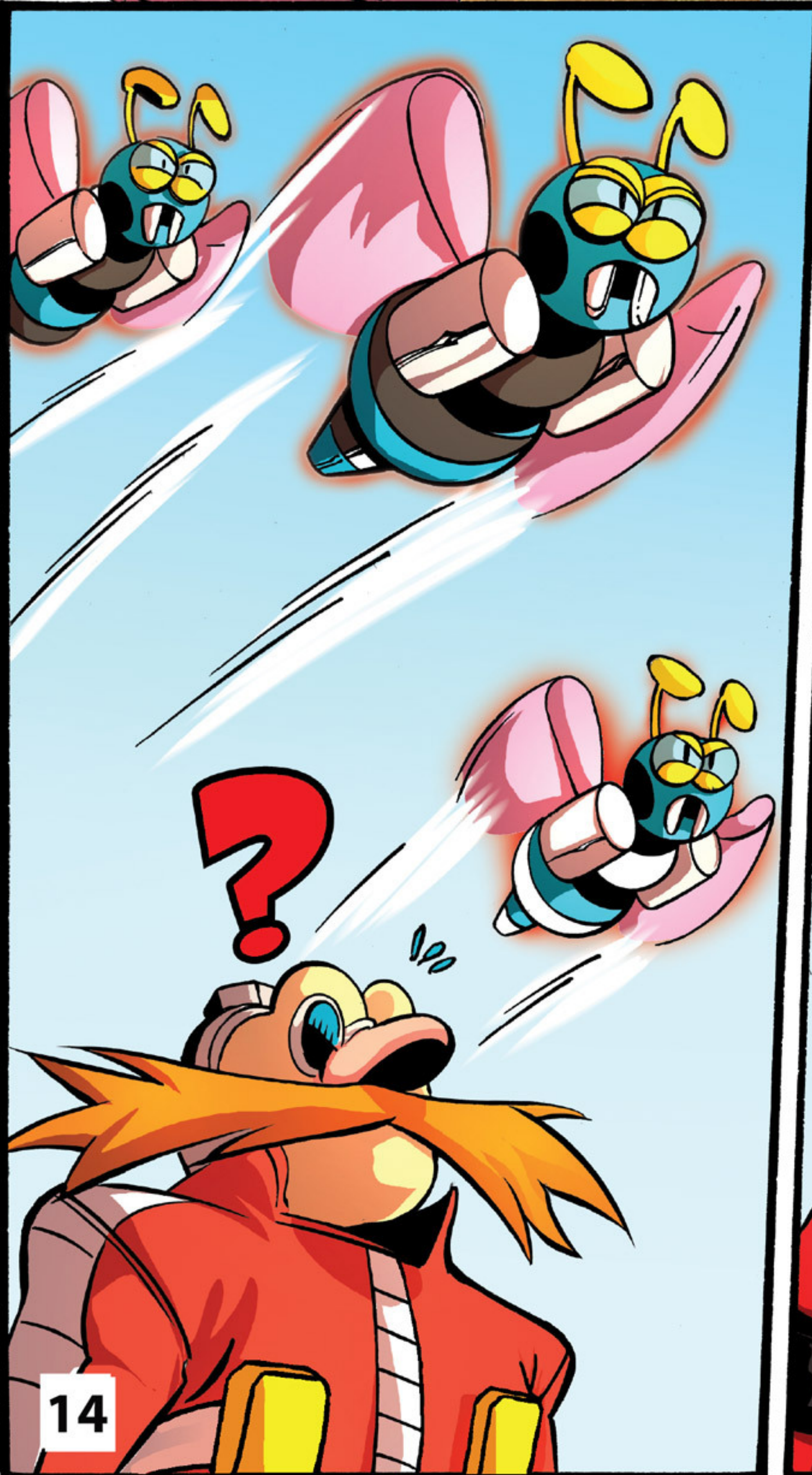
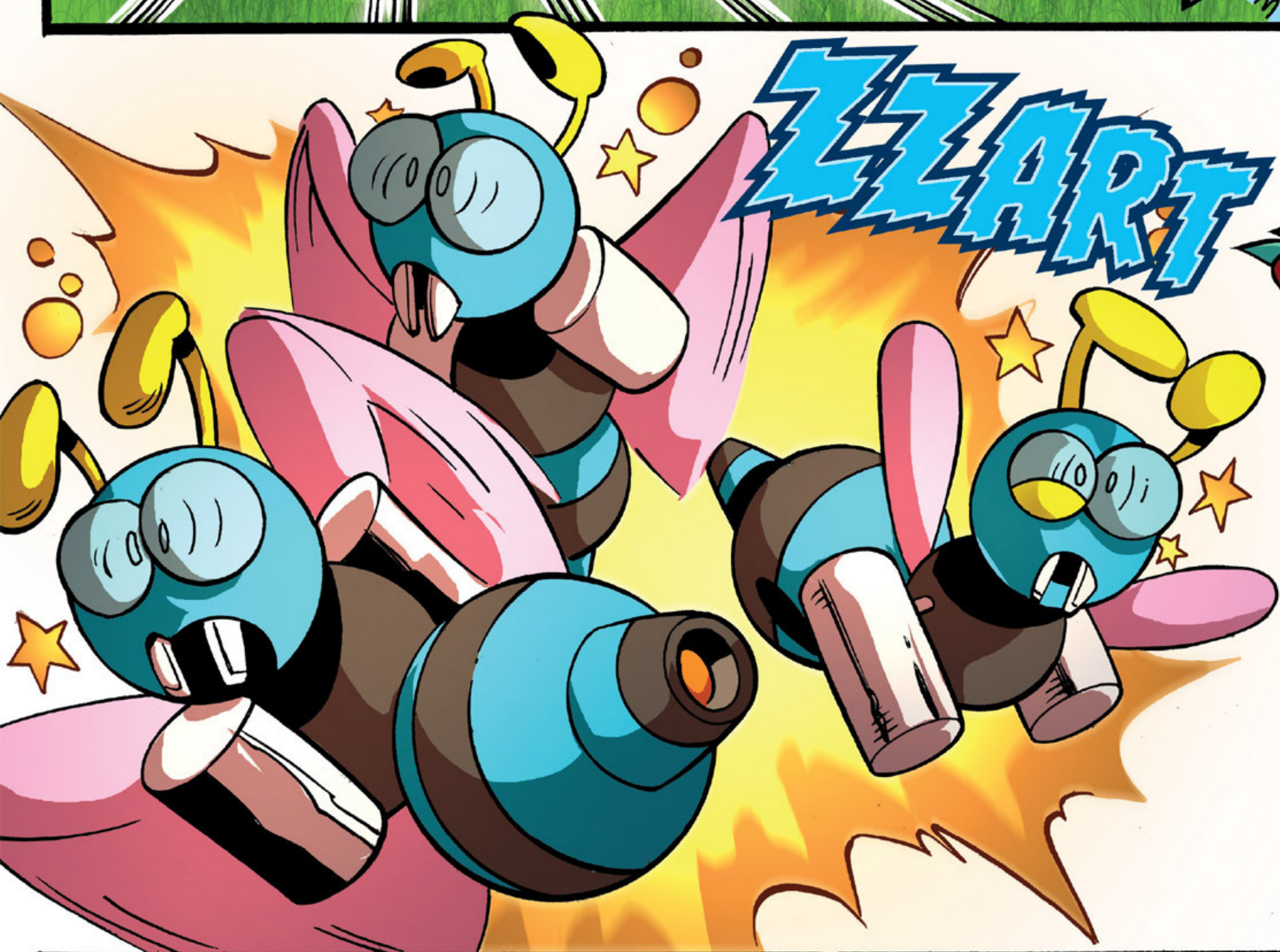
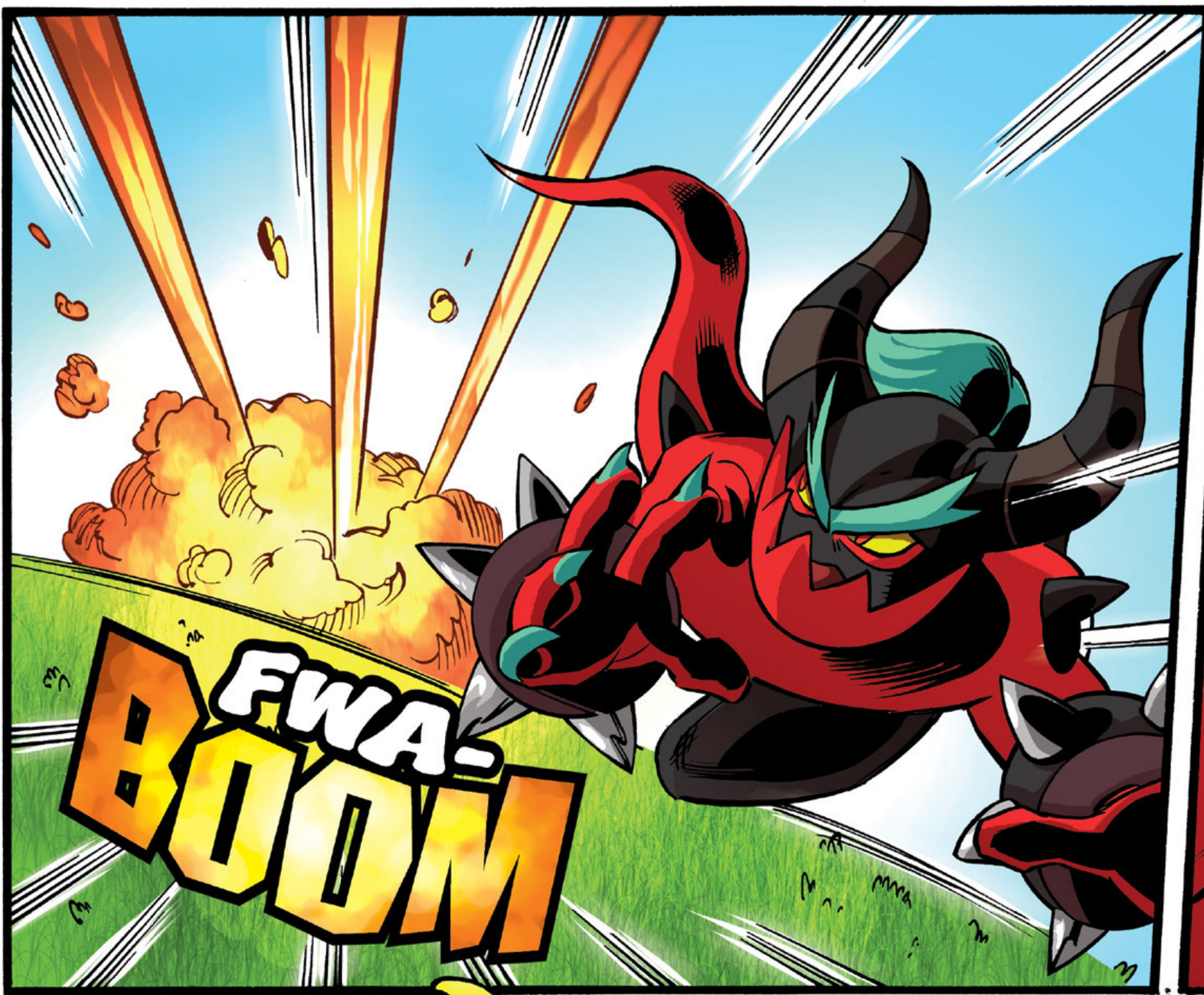


HAHAHA! VERY GOOD. HOW DO YOU PLAN TO CONTROL ME?



BY BEATING YOU INTO SUBMISSION, OF COURSE.

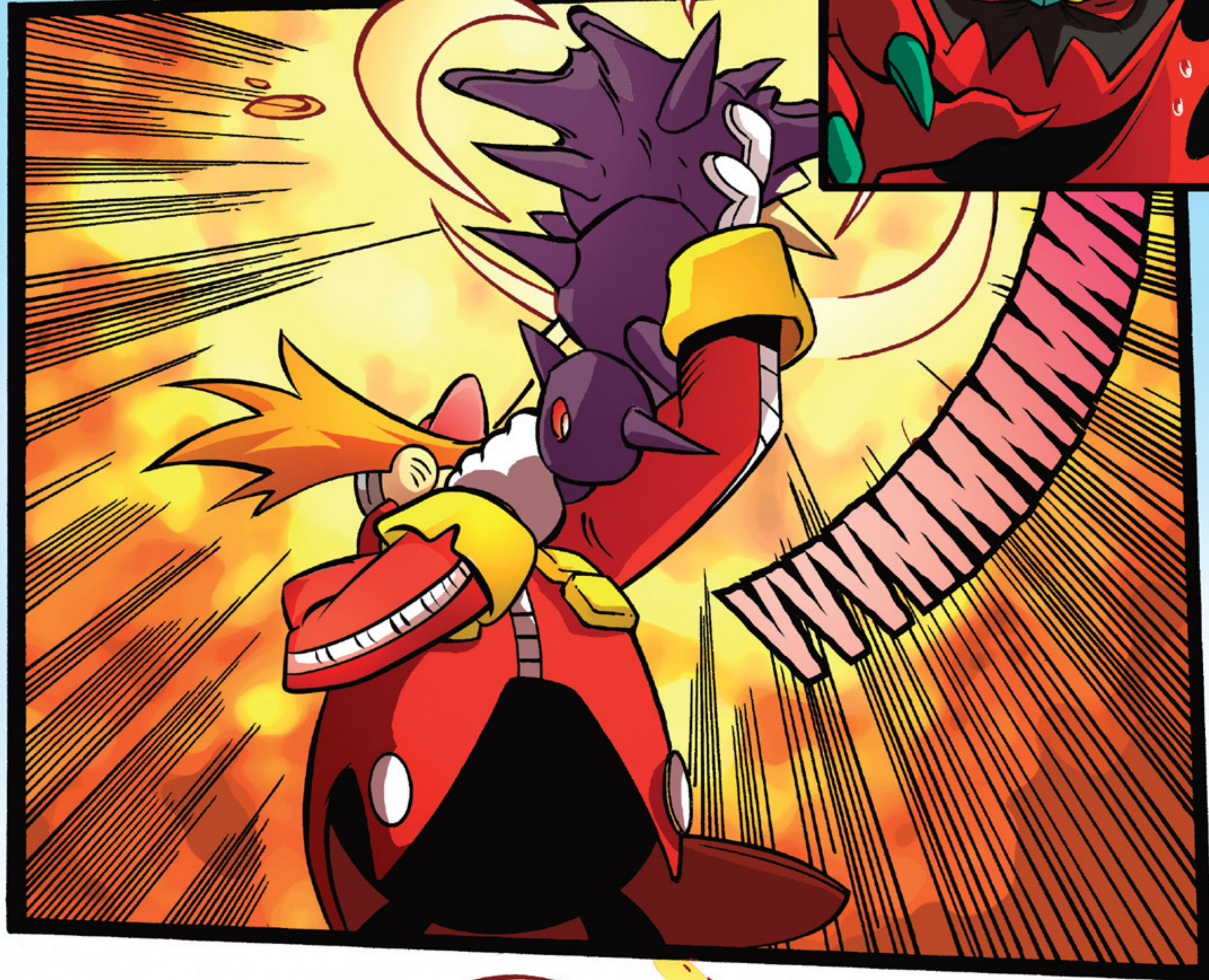
FIRE!

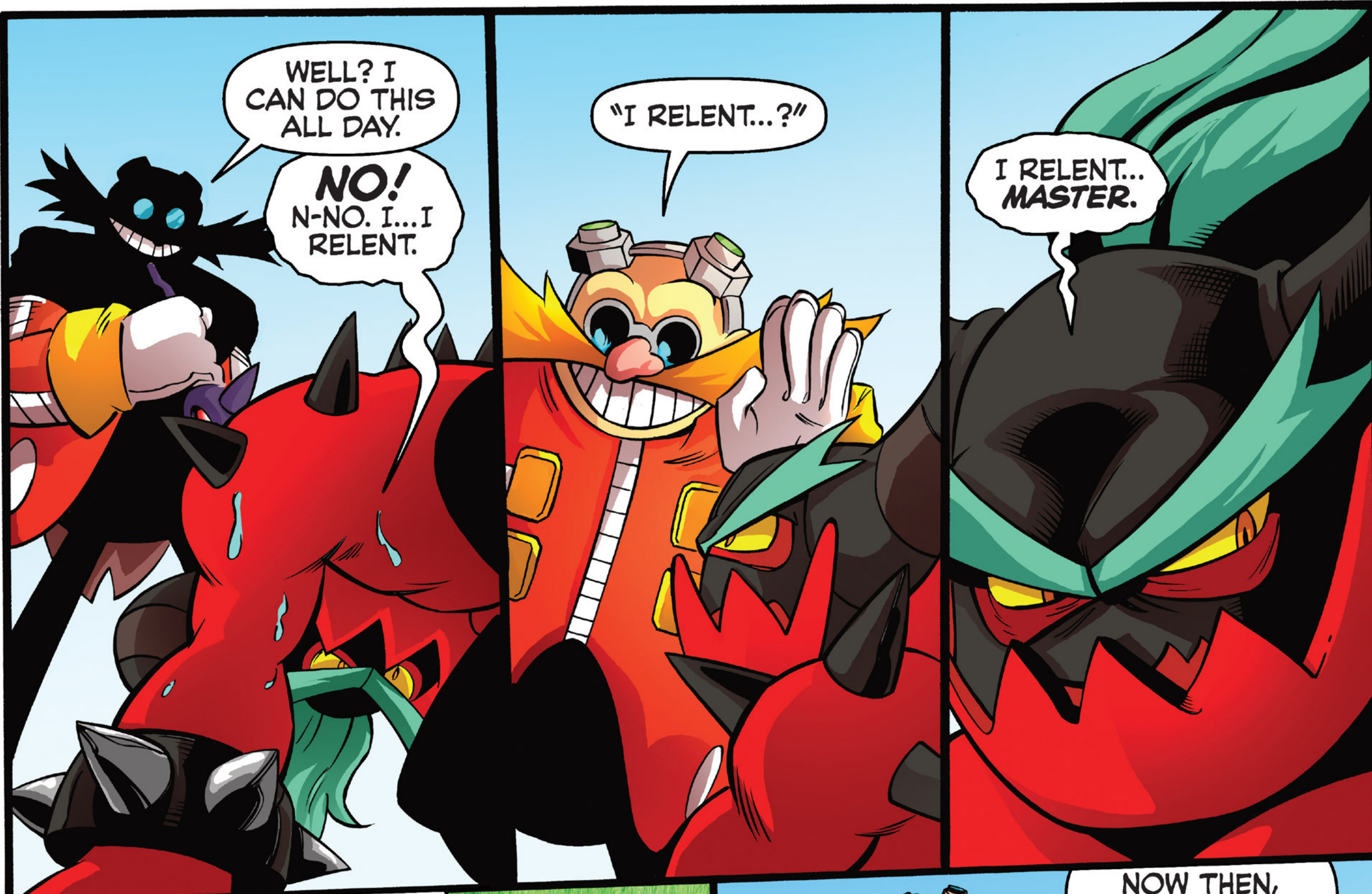


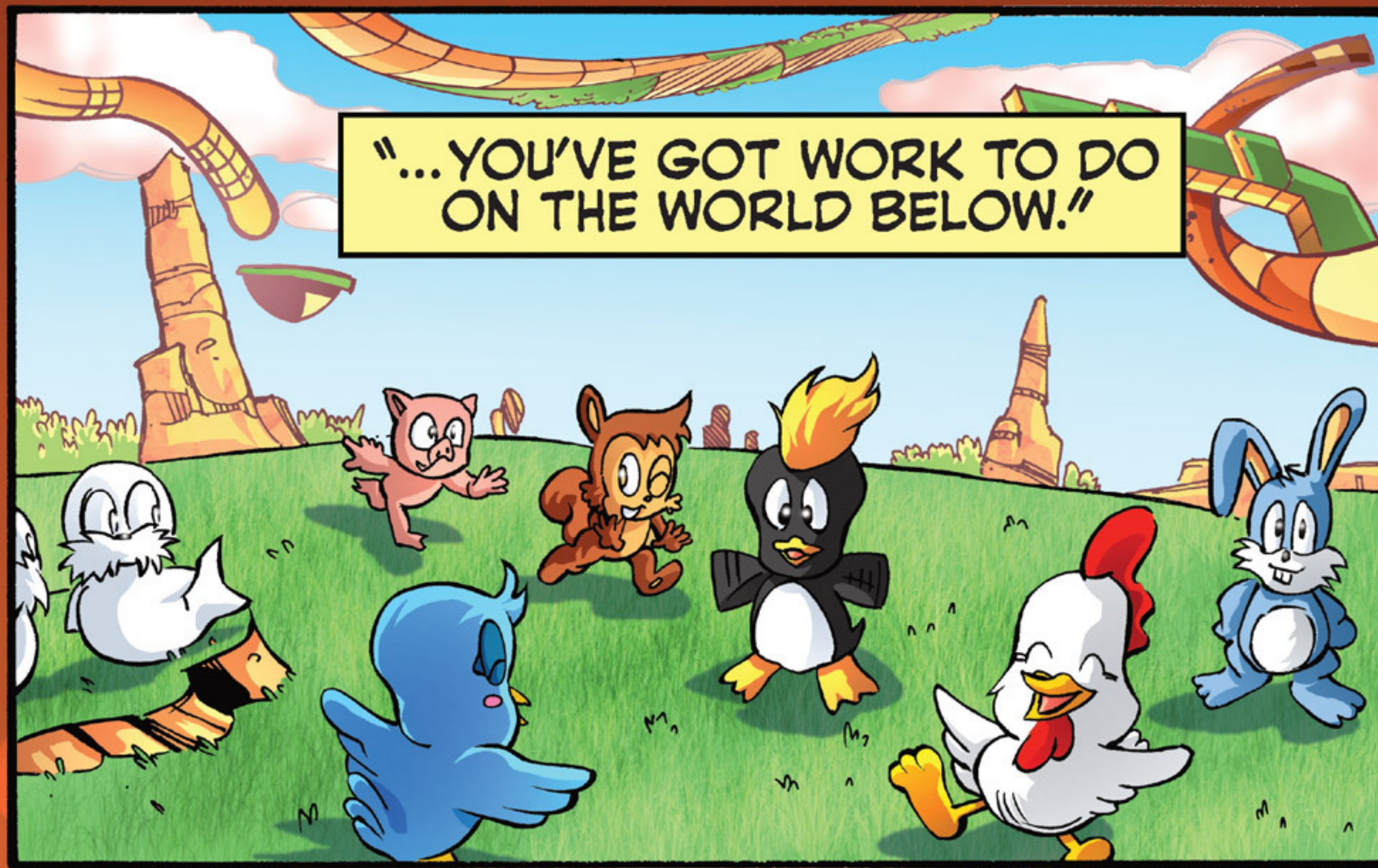


Ah, RIGHT.
ON TO THE
SUBJIGA-
TION!

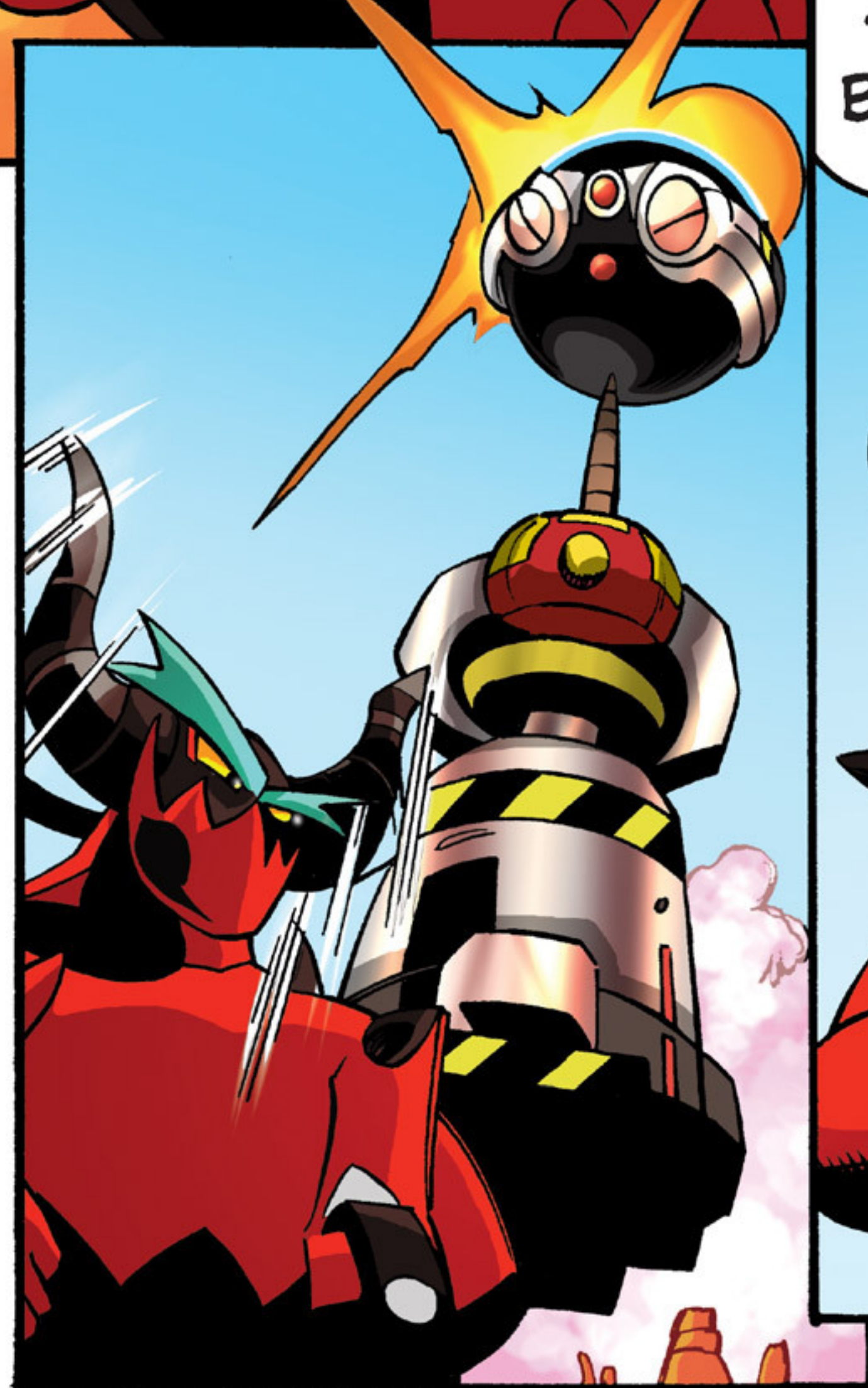
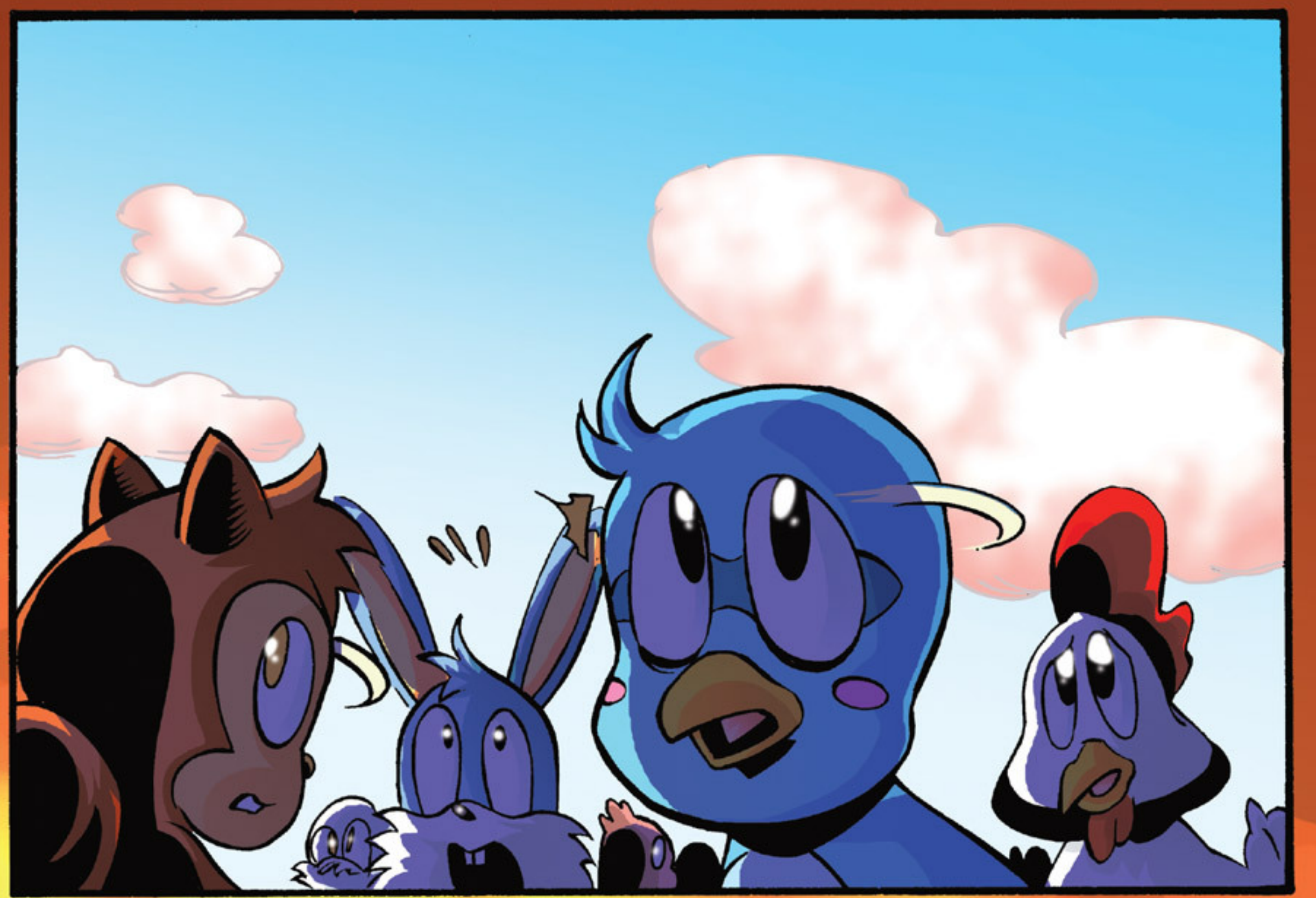
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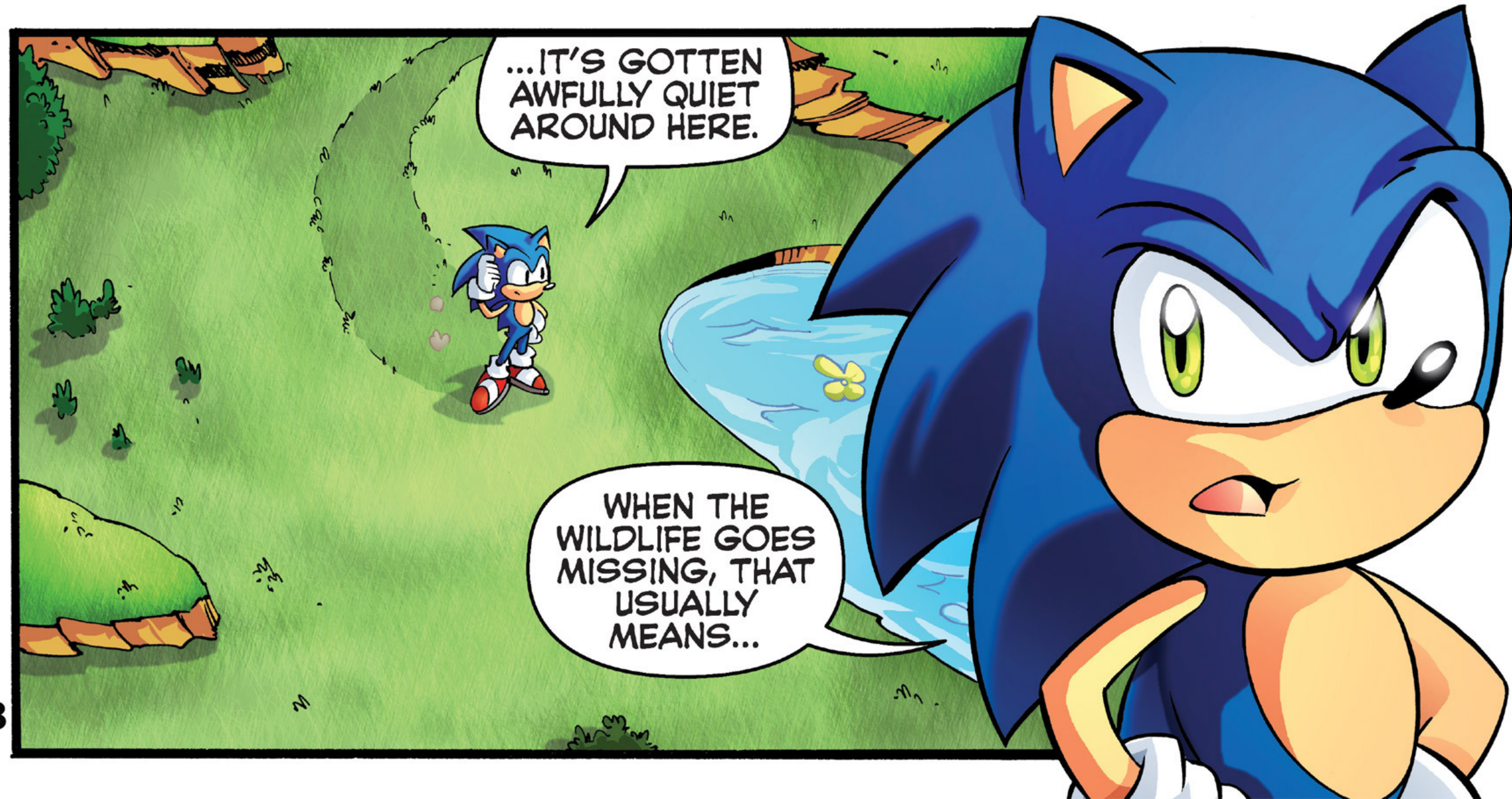
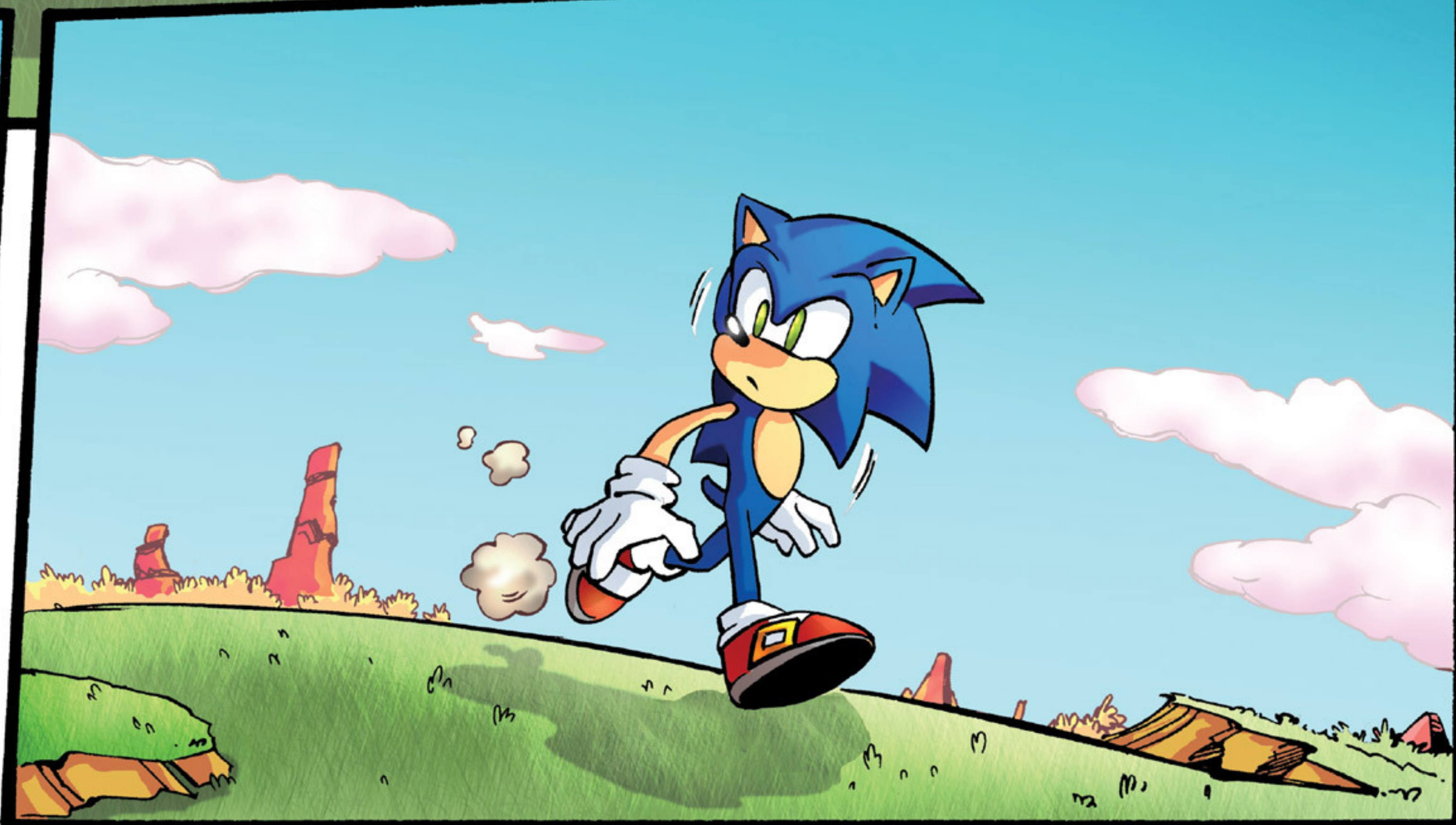
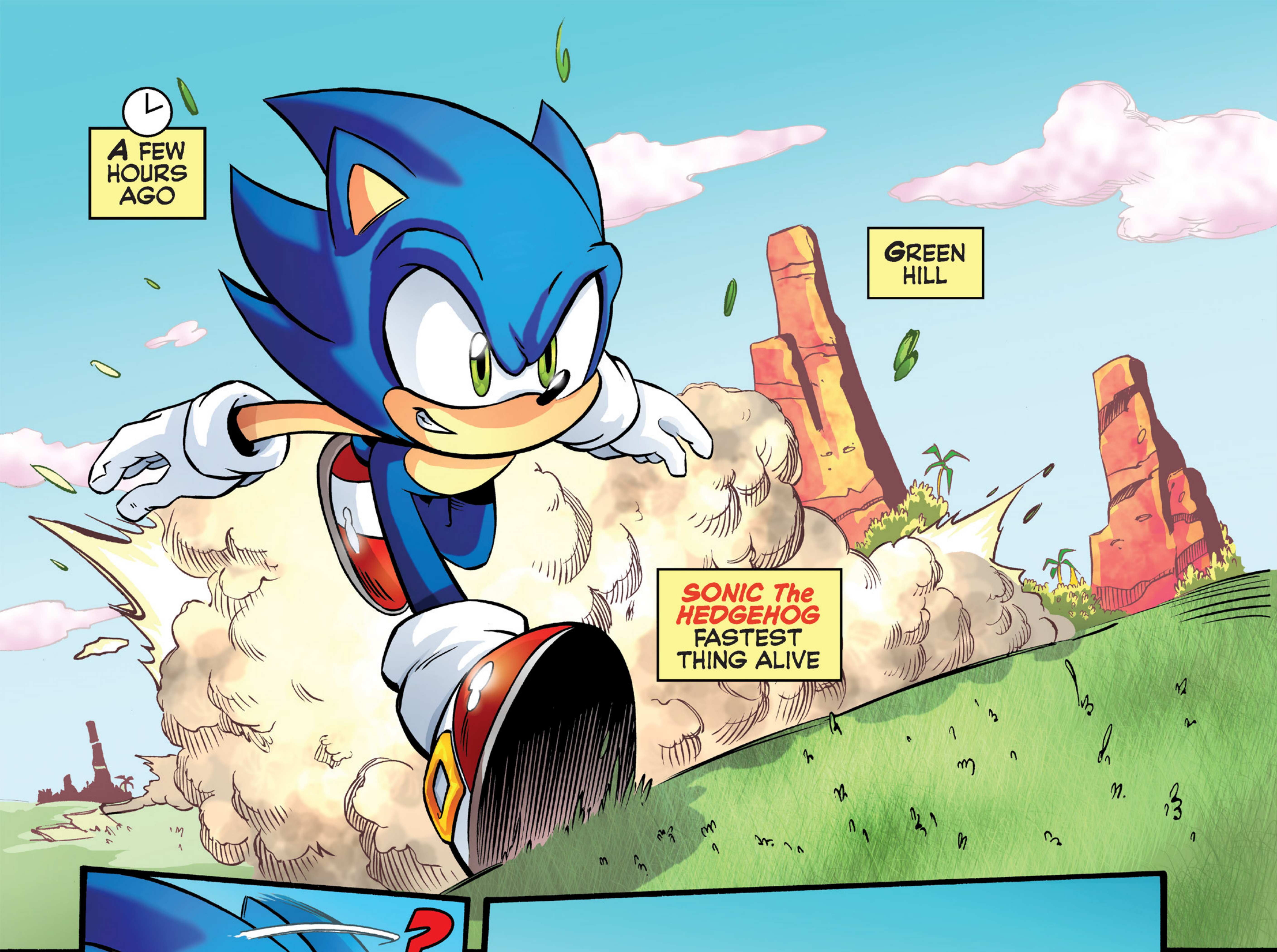


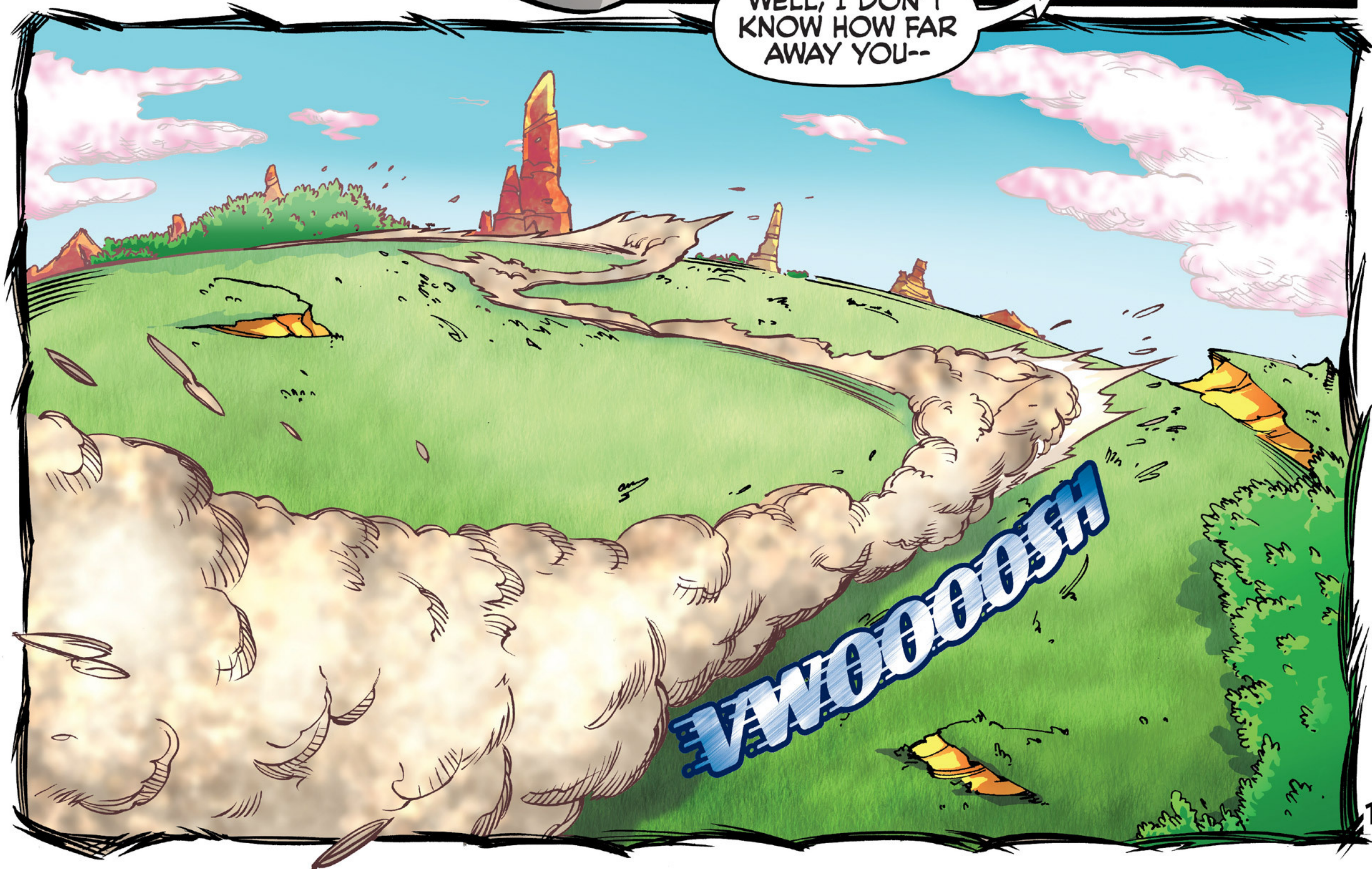
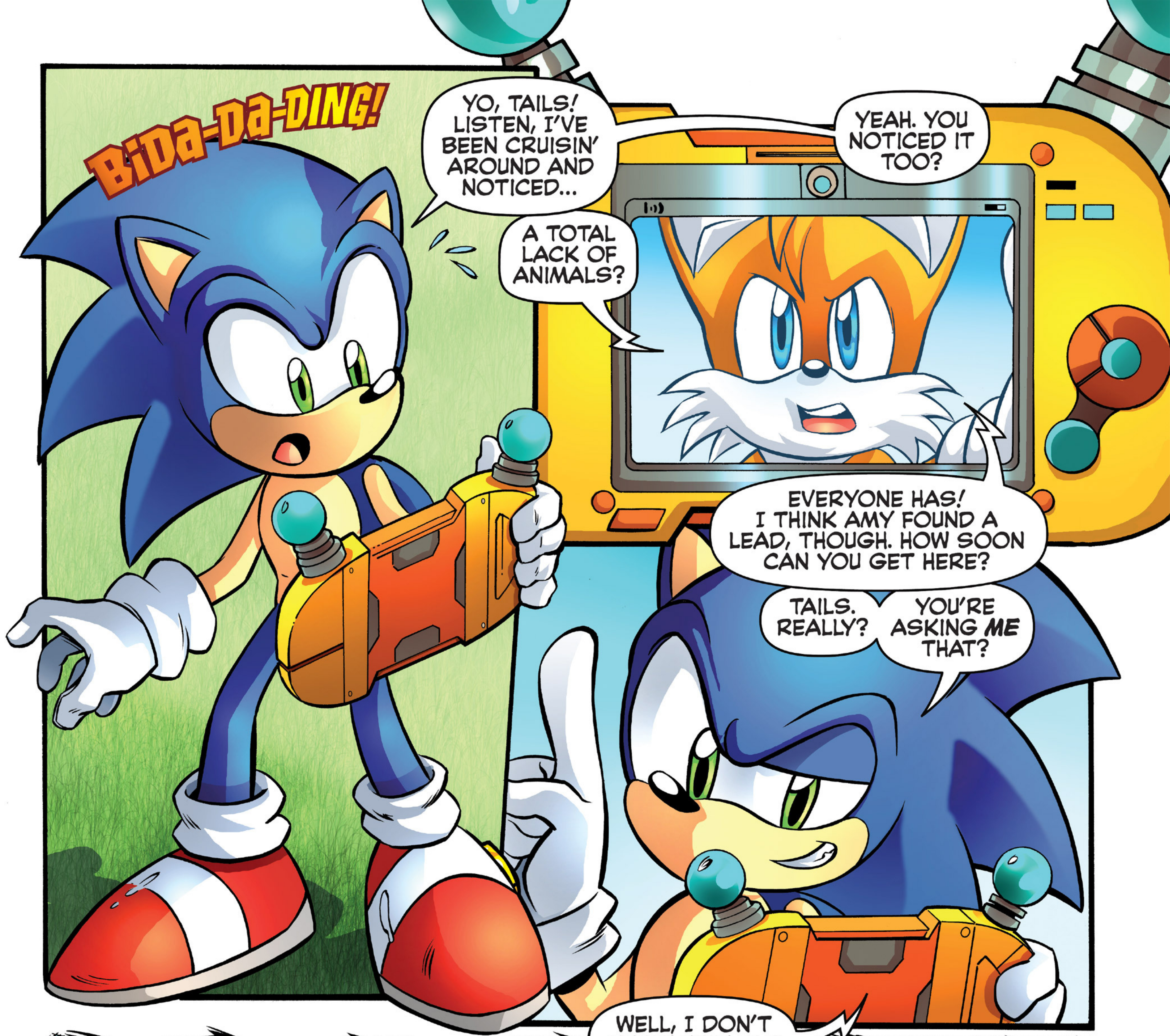


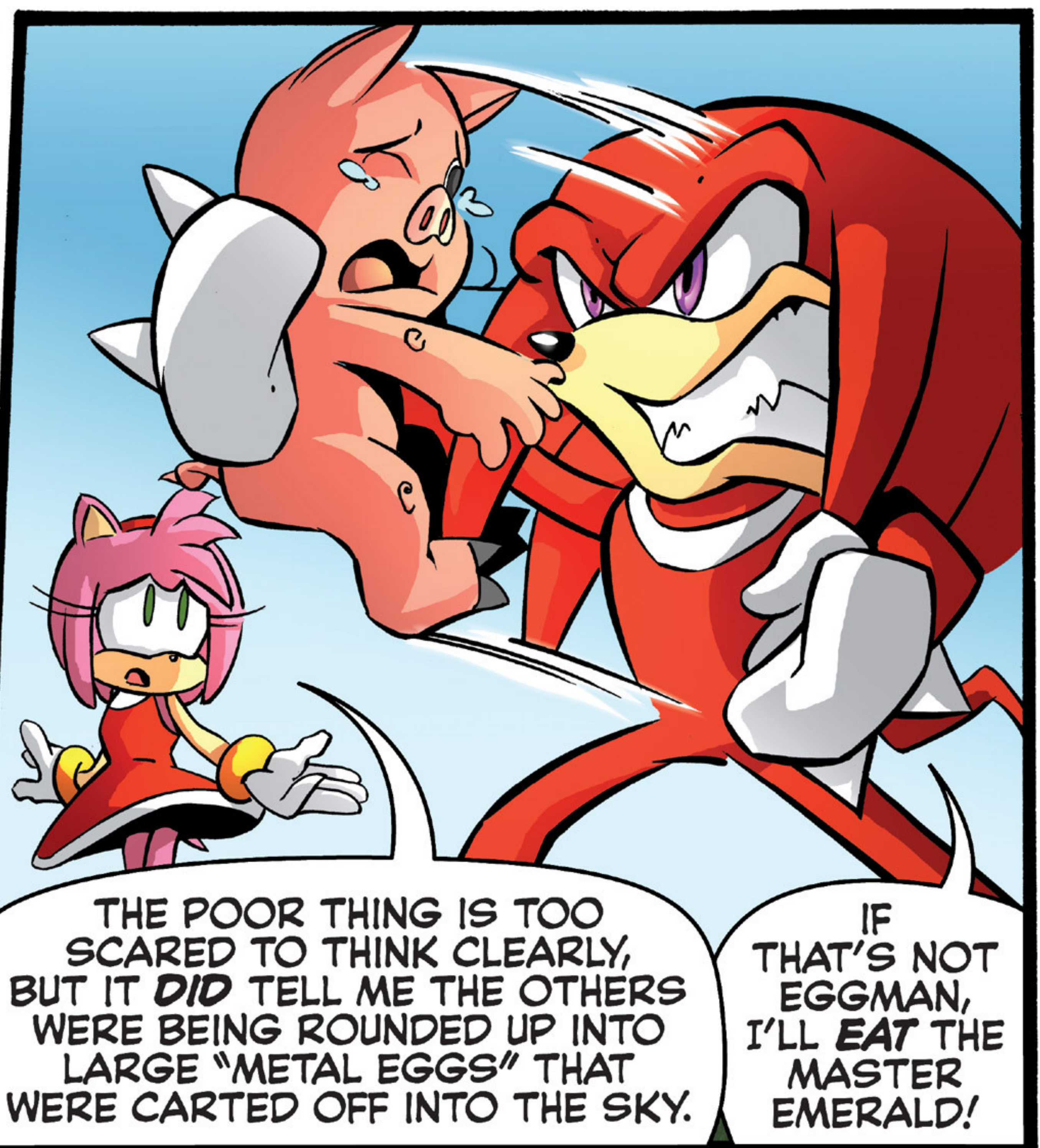
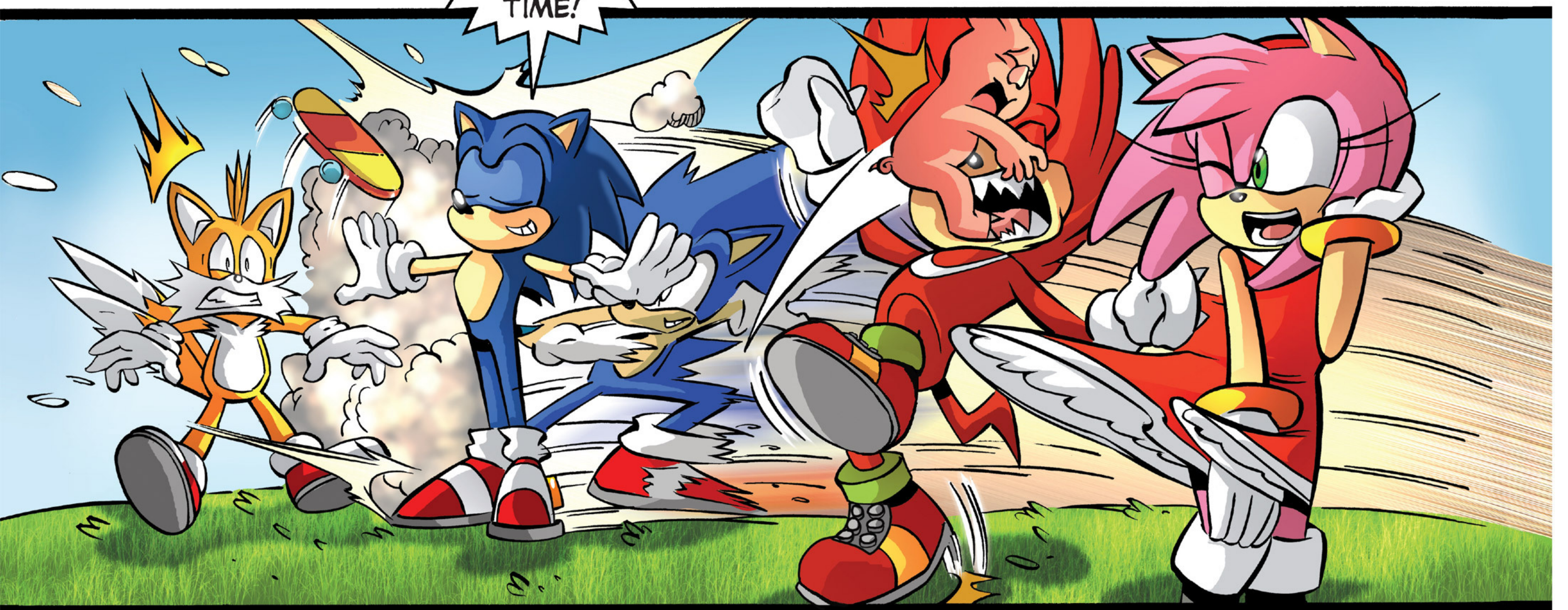
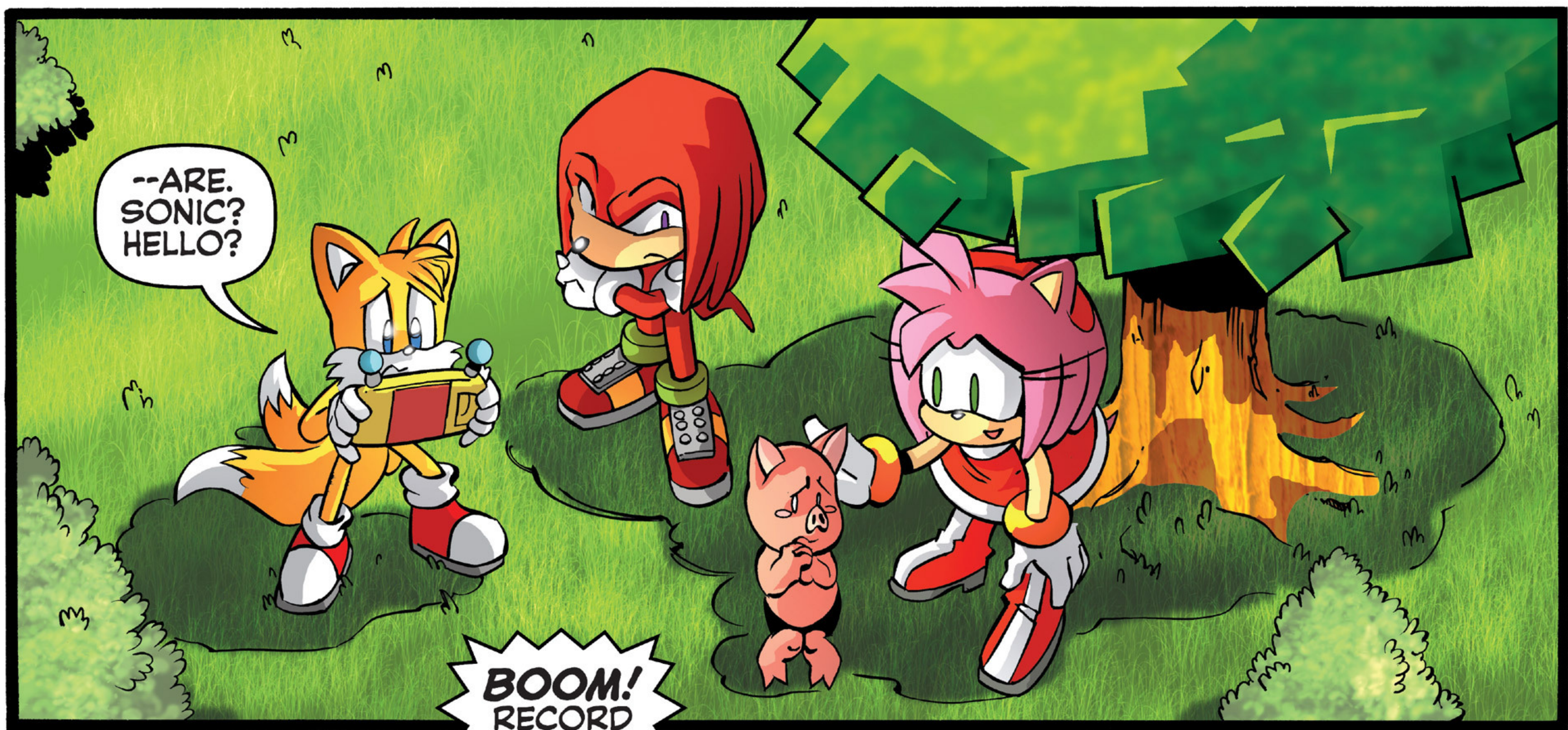


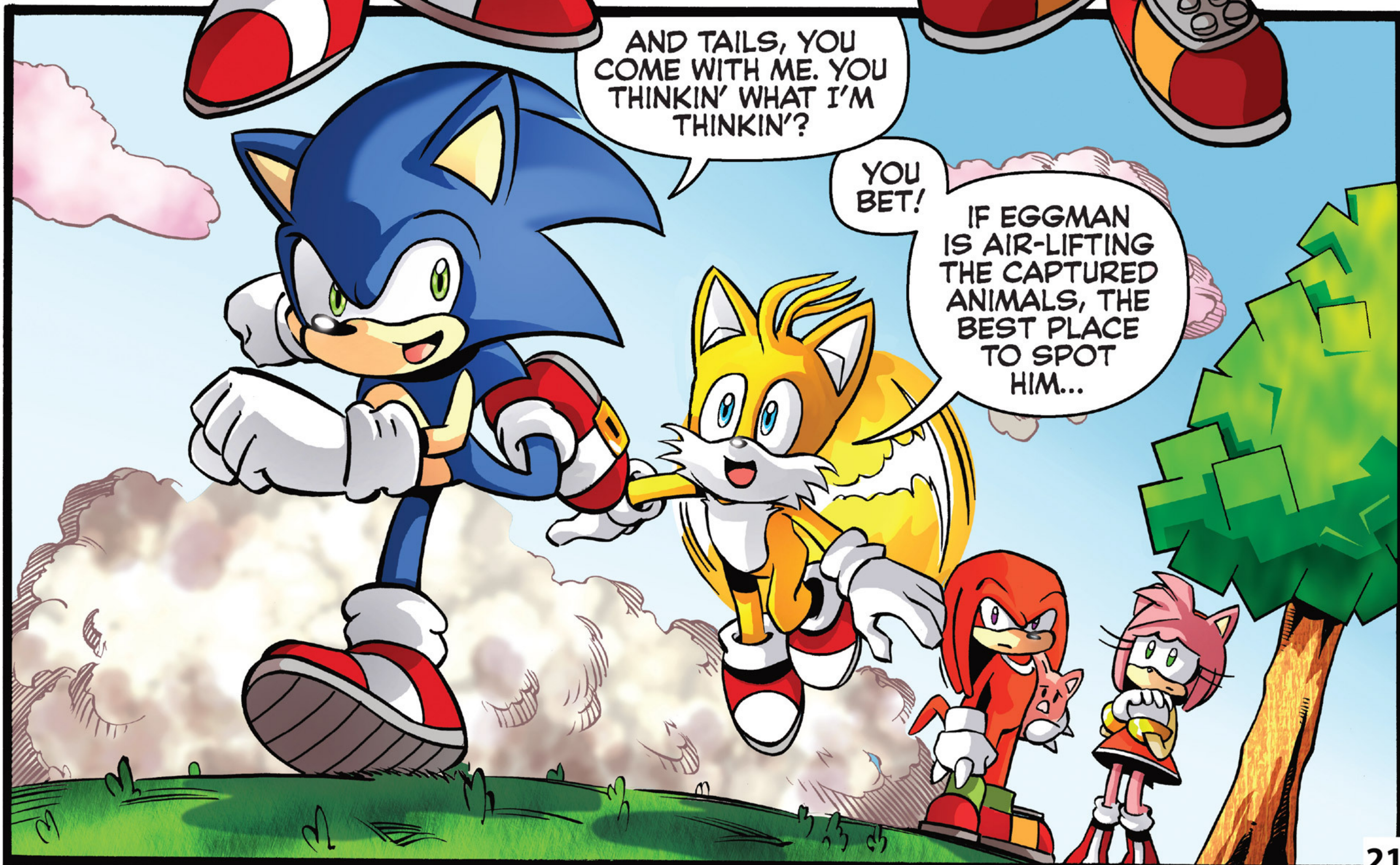
"...YOU'VE GOT WORK TO DO
ON THE WORLD BELOW."

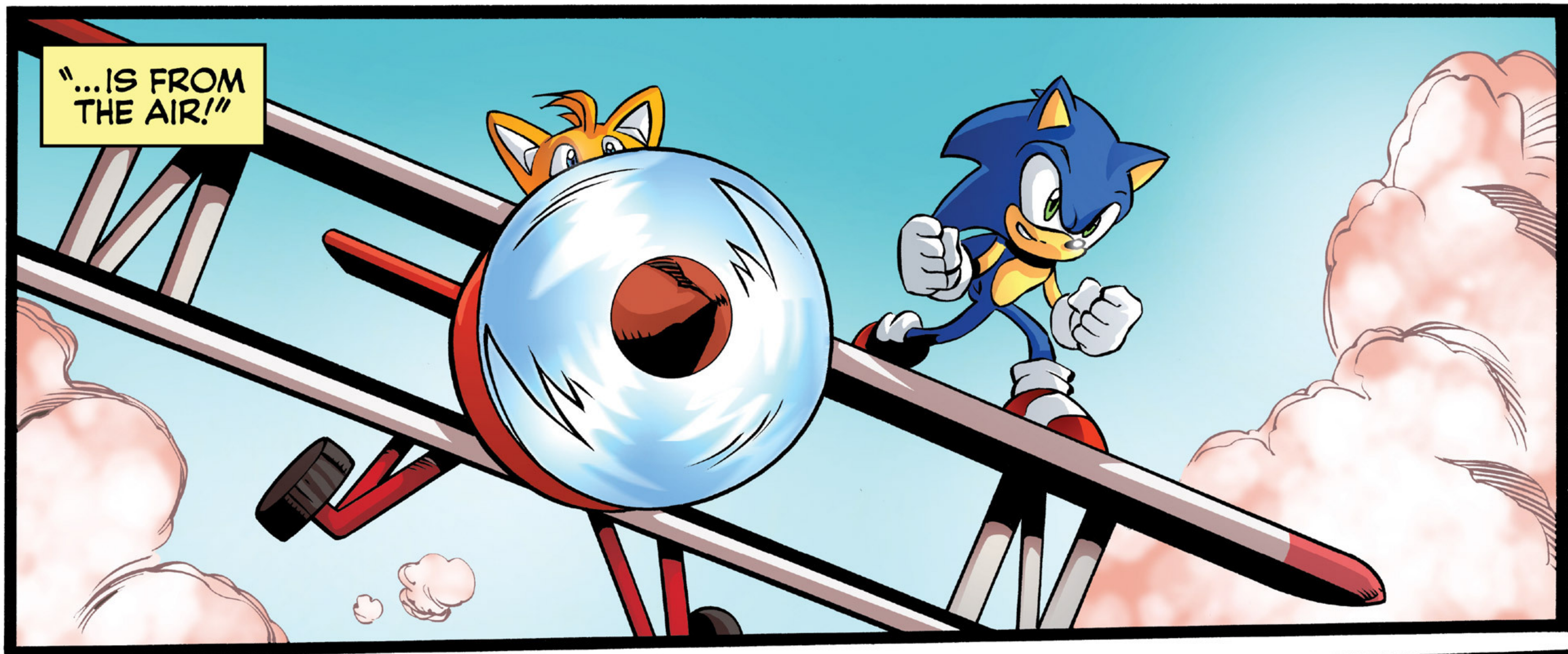




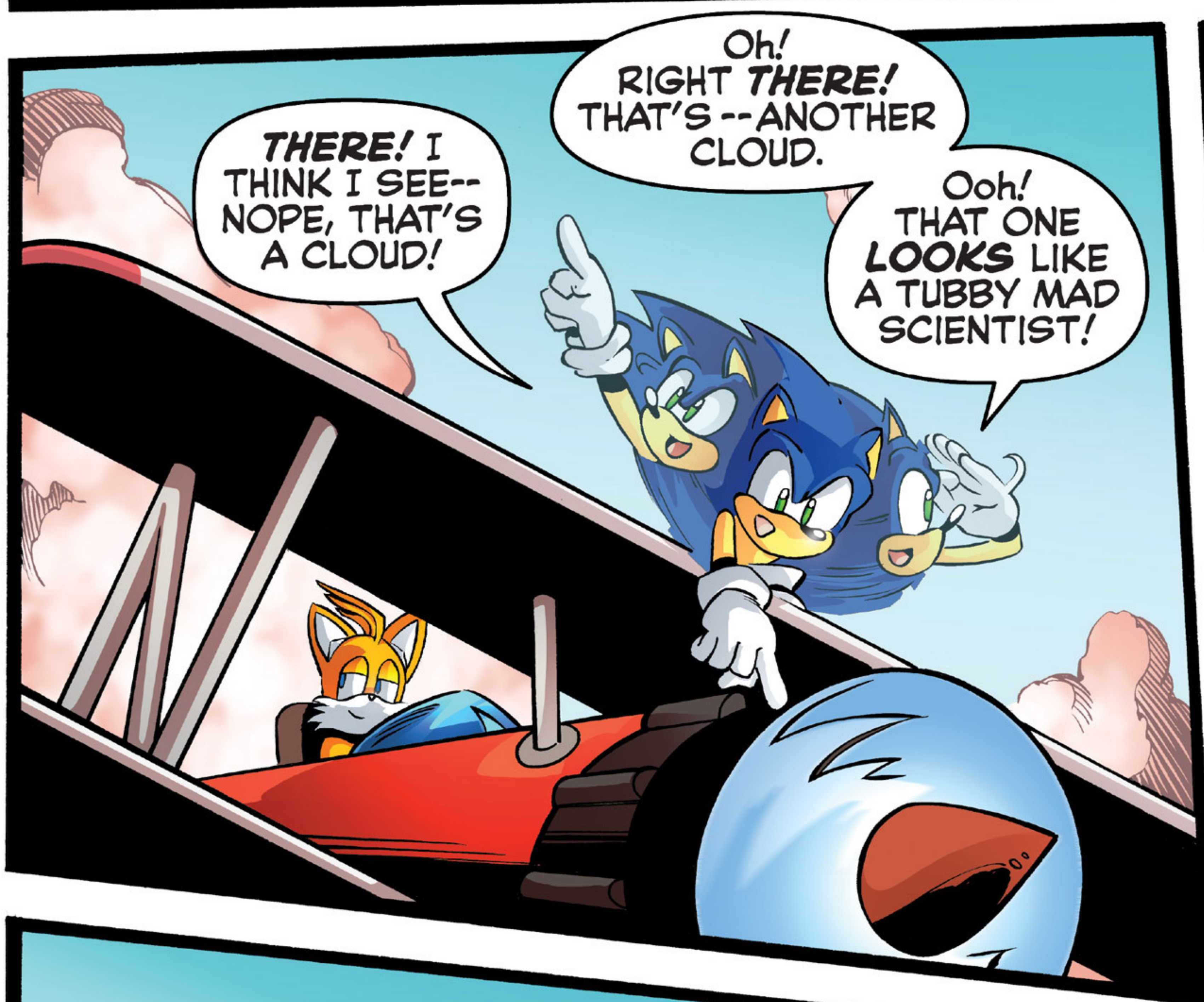








"...IS FROM
THE AIR!"



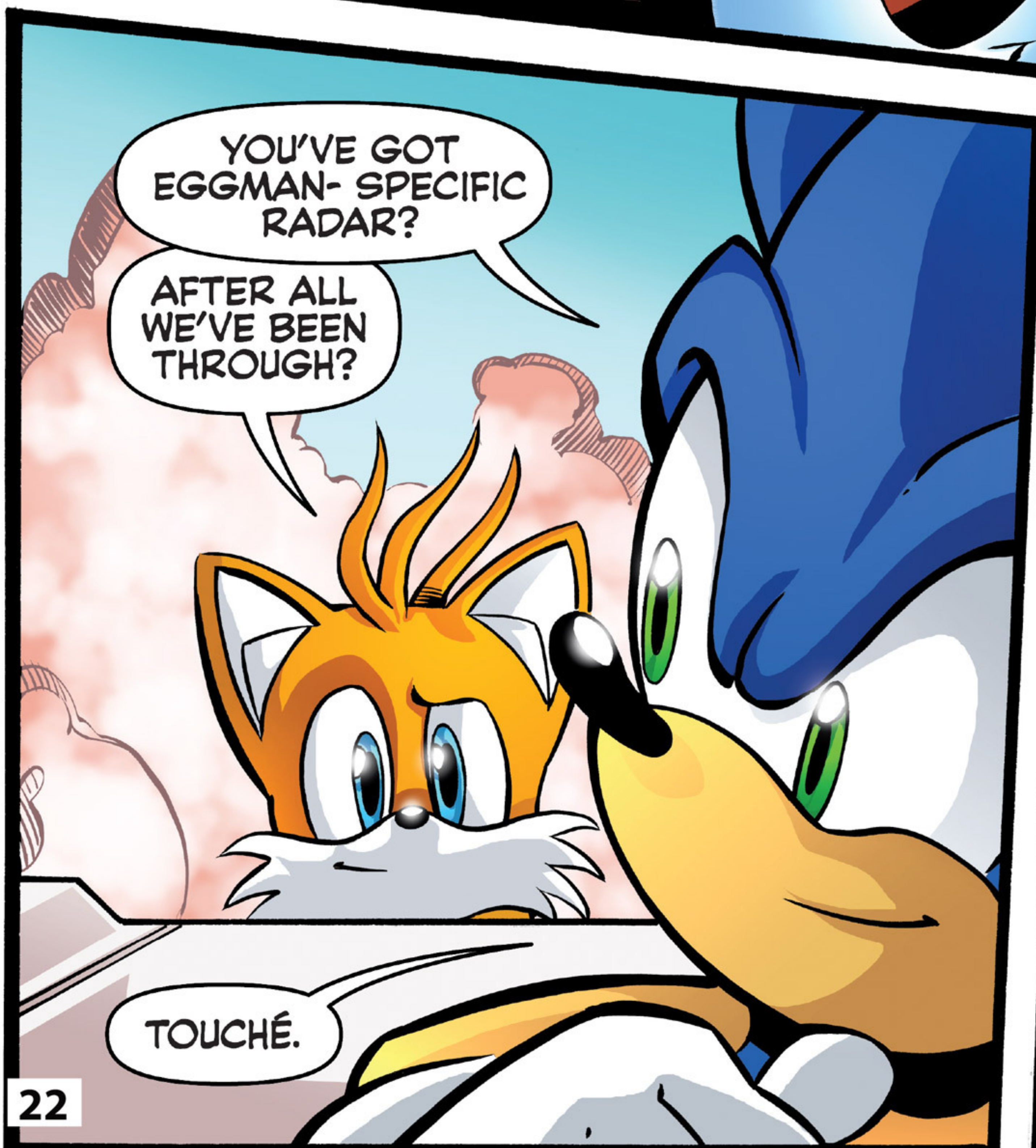
THERE! I
THINK I SEE--
NOPE, THAT'S
A CLOUD!

Oh!
RIGHT **THERE!**
THAT'S --ANOTHER
CLOUD.

Ooh!
THAT ONE
LOOKS LIKE
A TUBBY MAD
SCIENTIST!



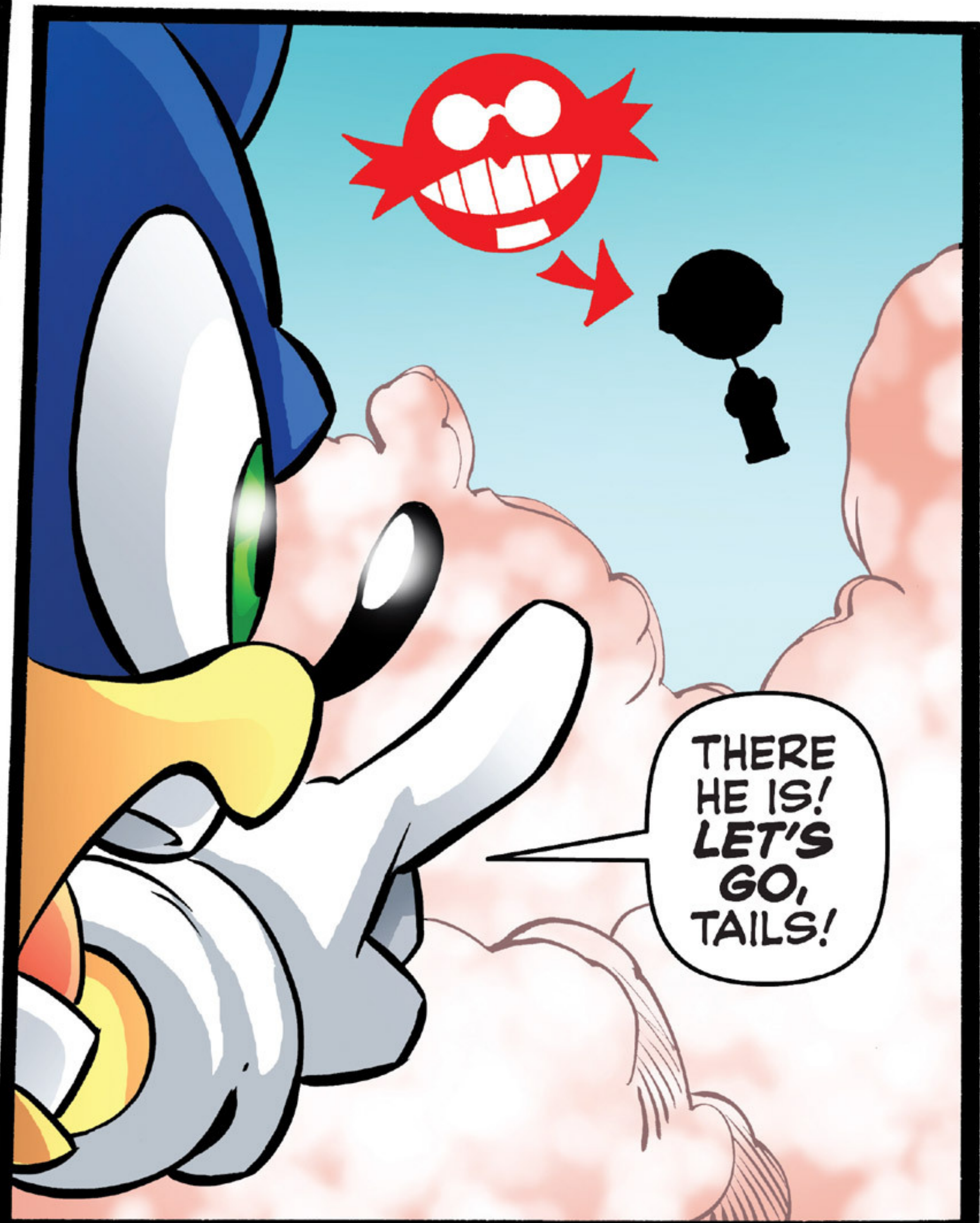
C'MON SONIC,
WE'VE GOT TO
GET SERIOUS!
I'VE GOT
EGGMAN ON
RADAR!



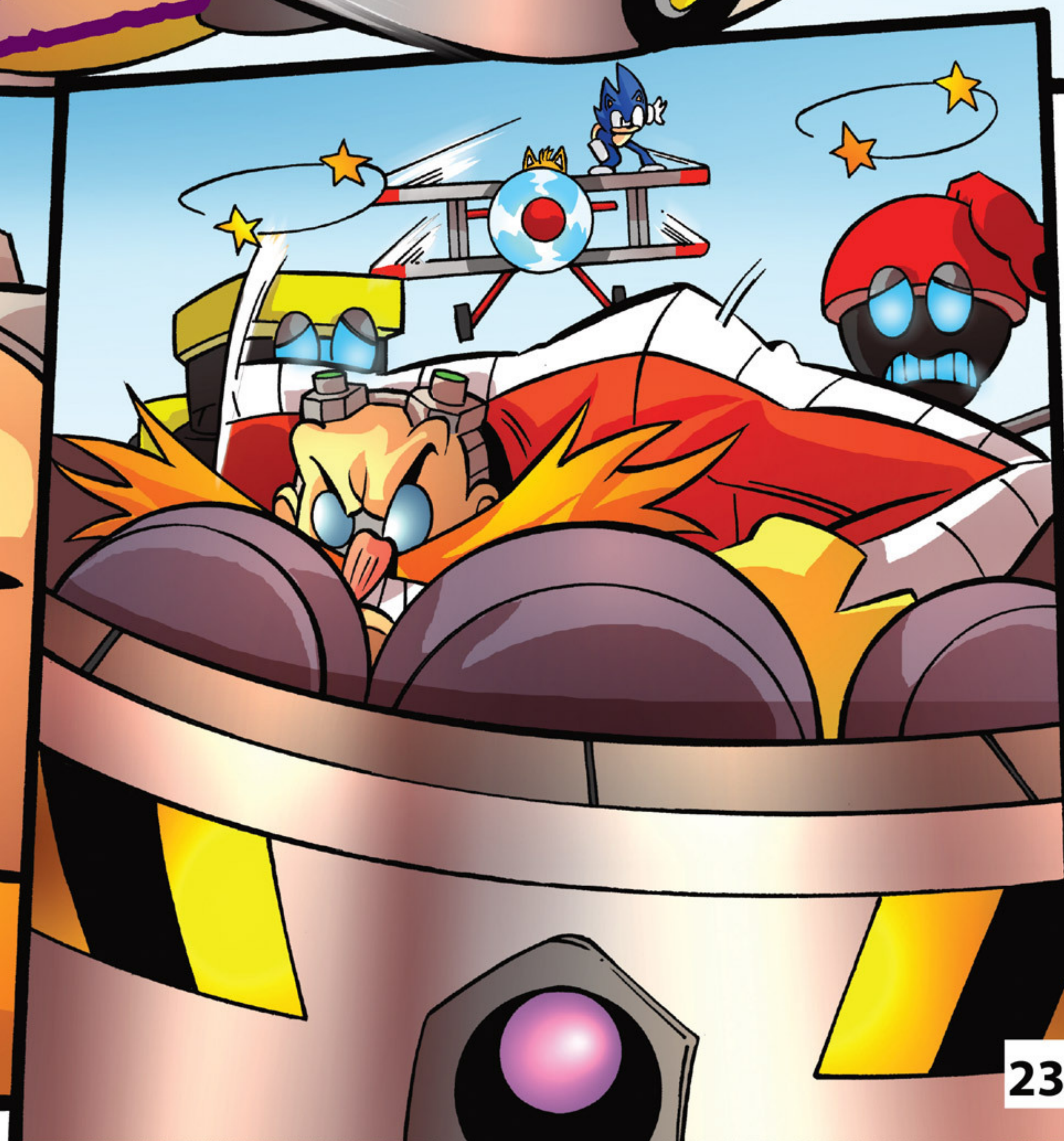
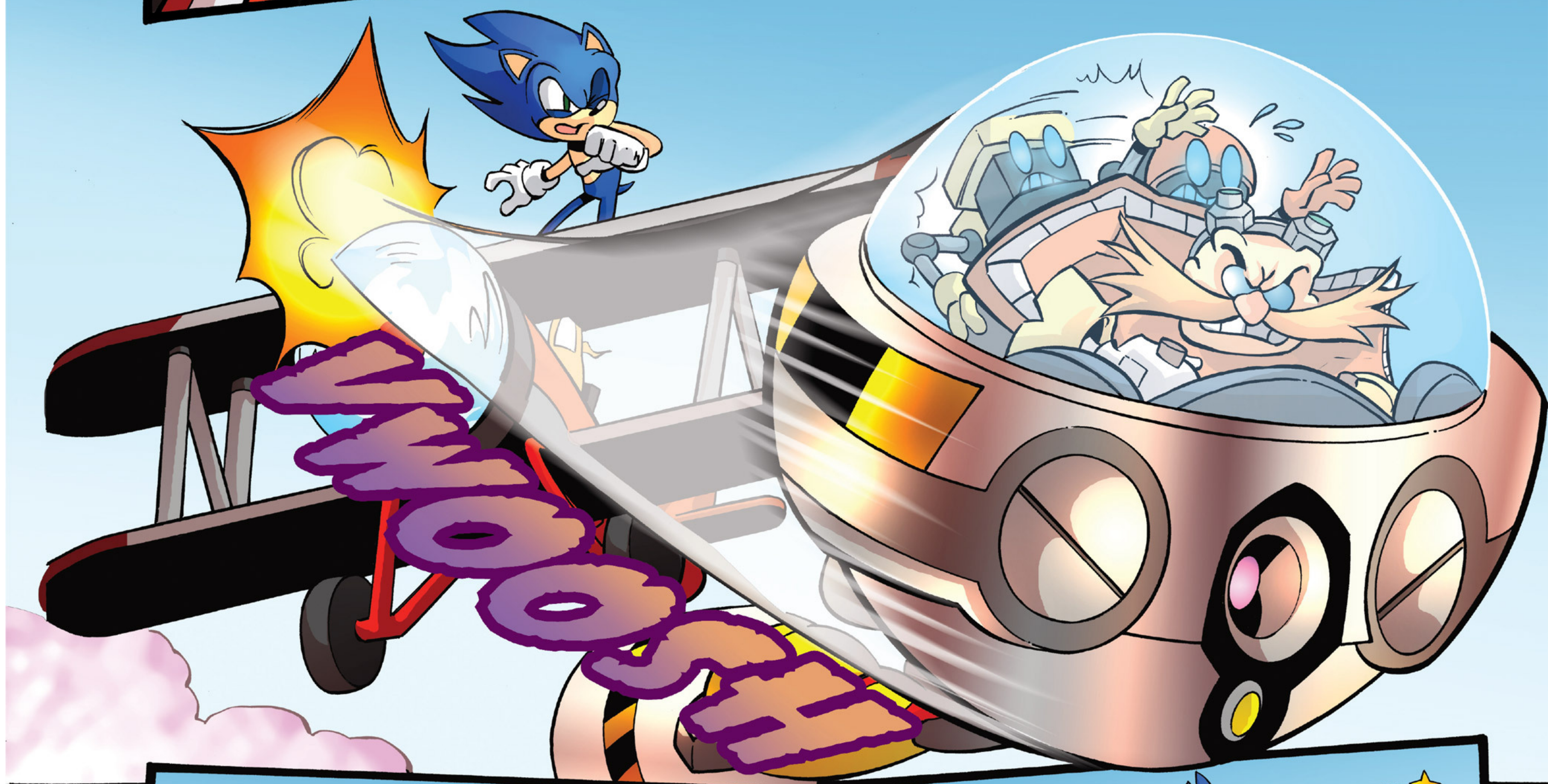
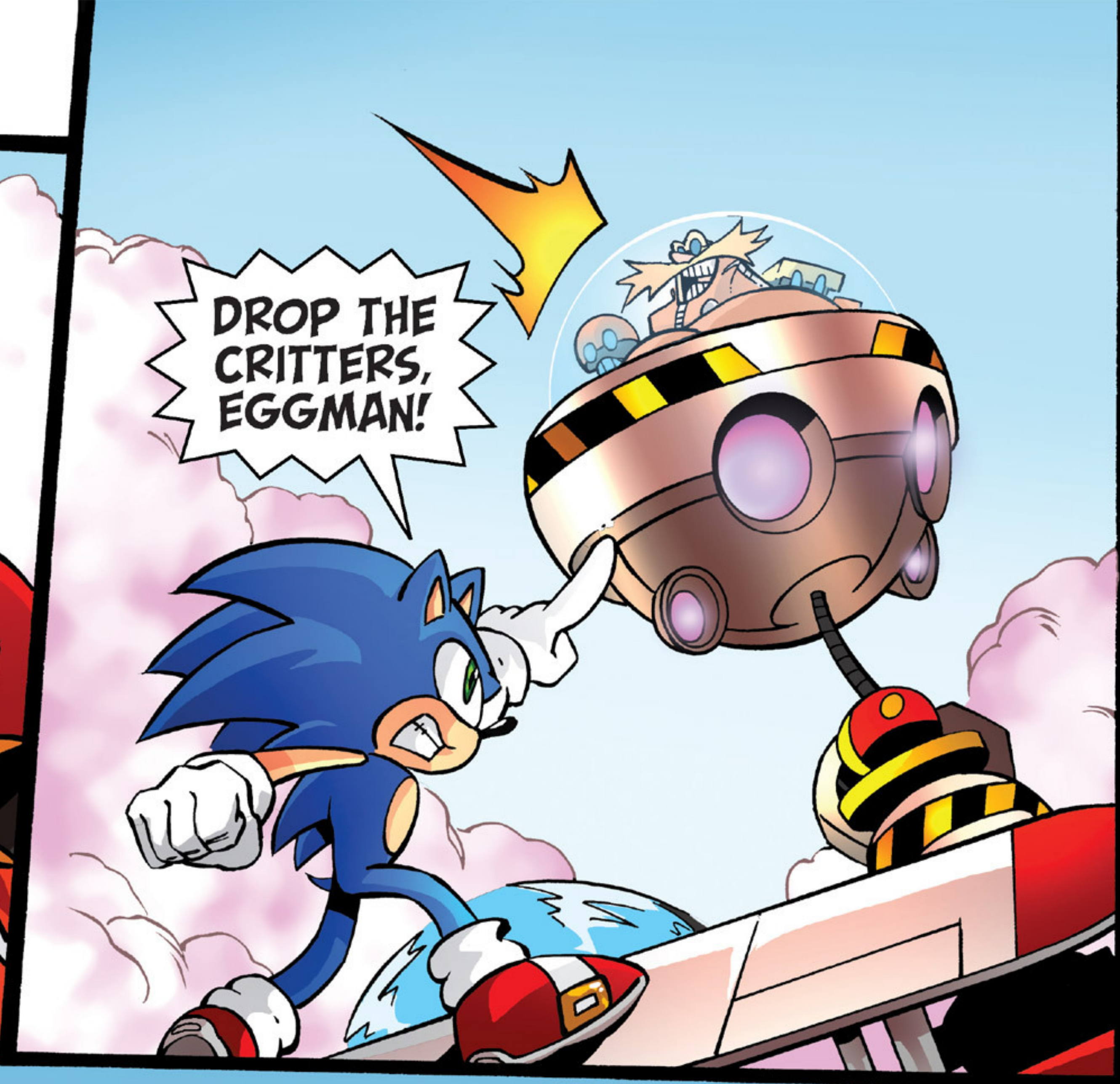
YOU'VE GOT
EGGMAN- SPECIFIC
RADAR?

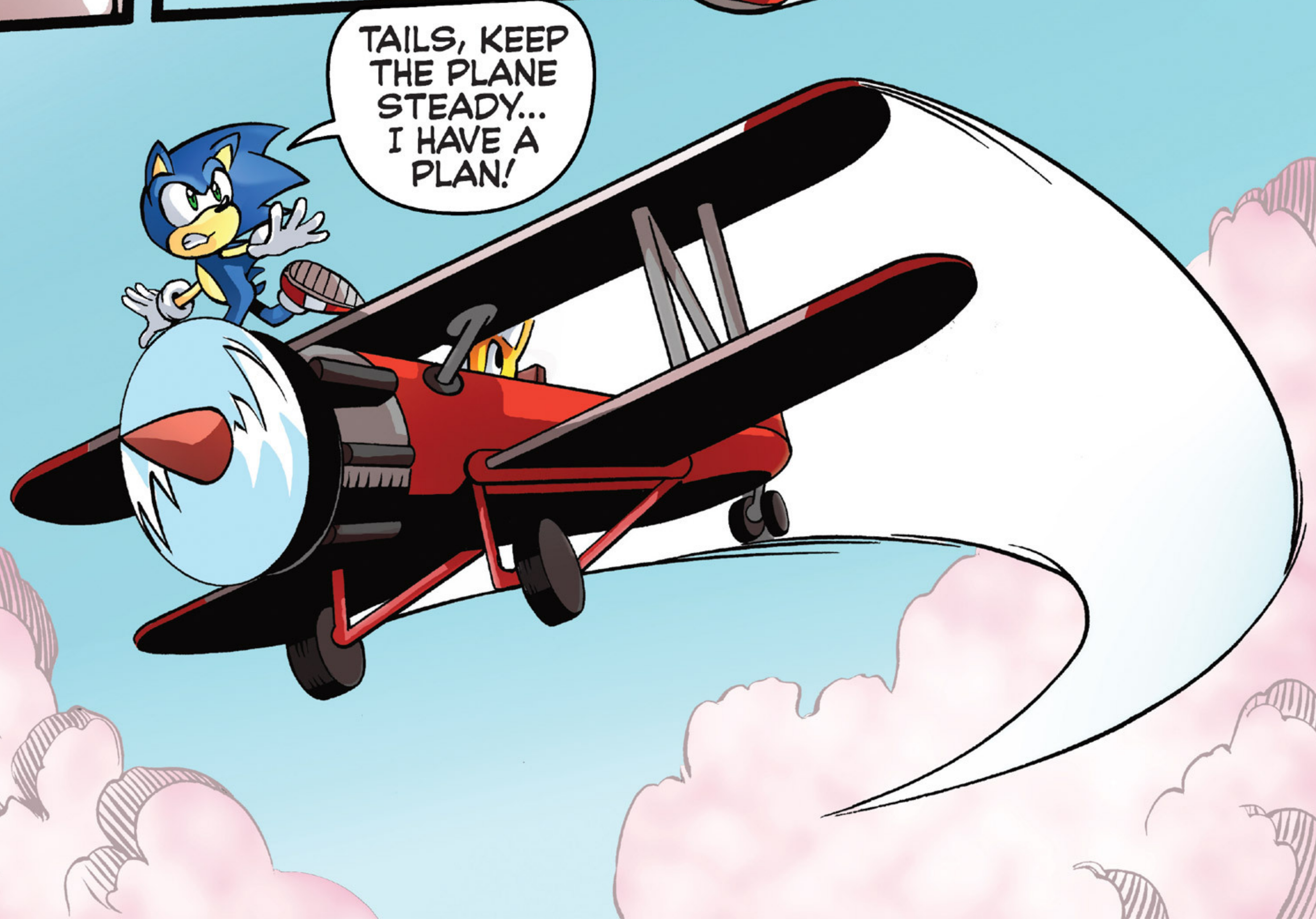
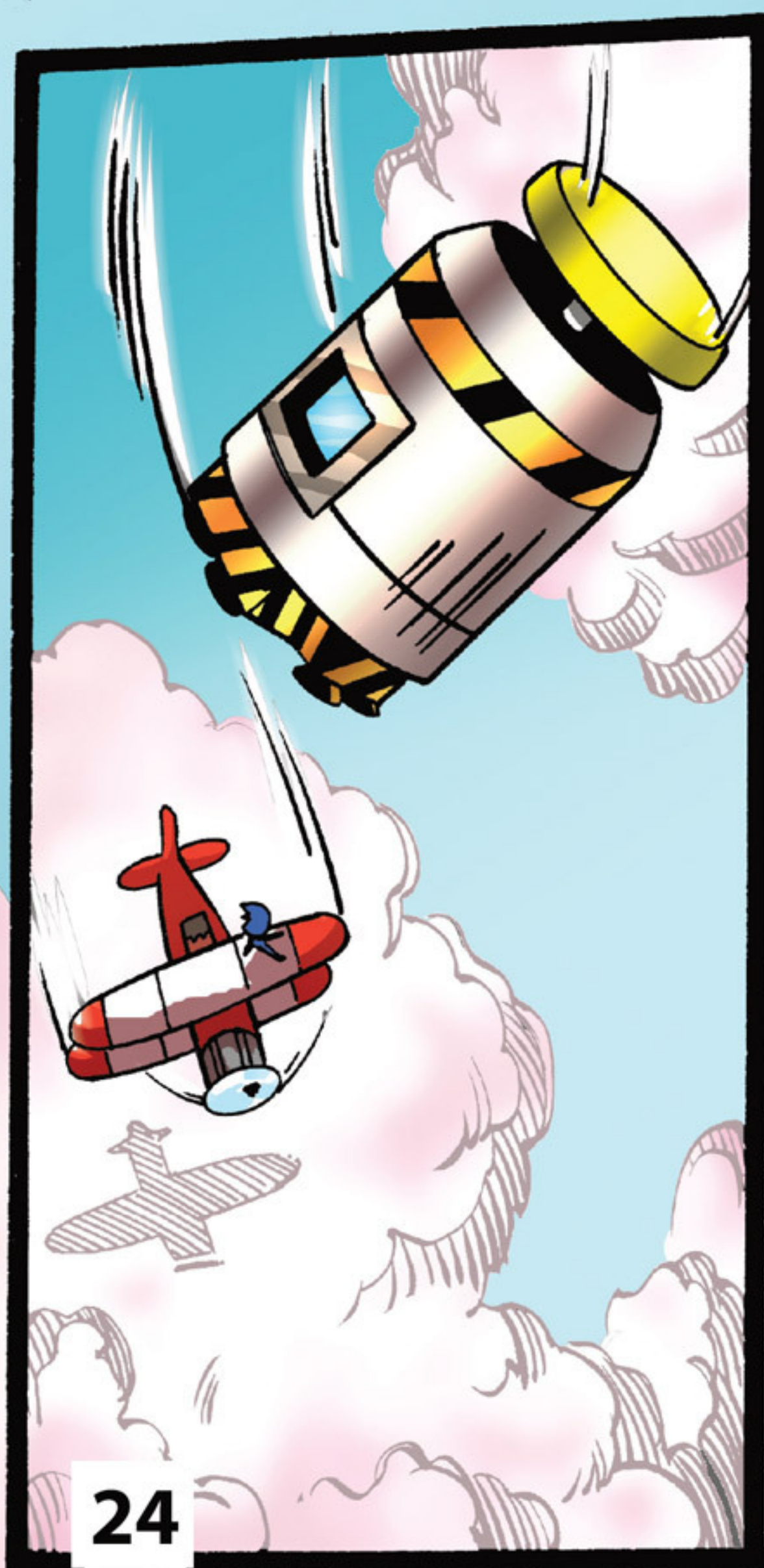
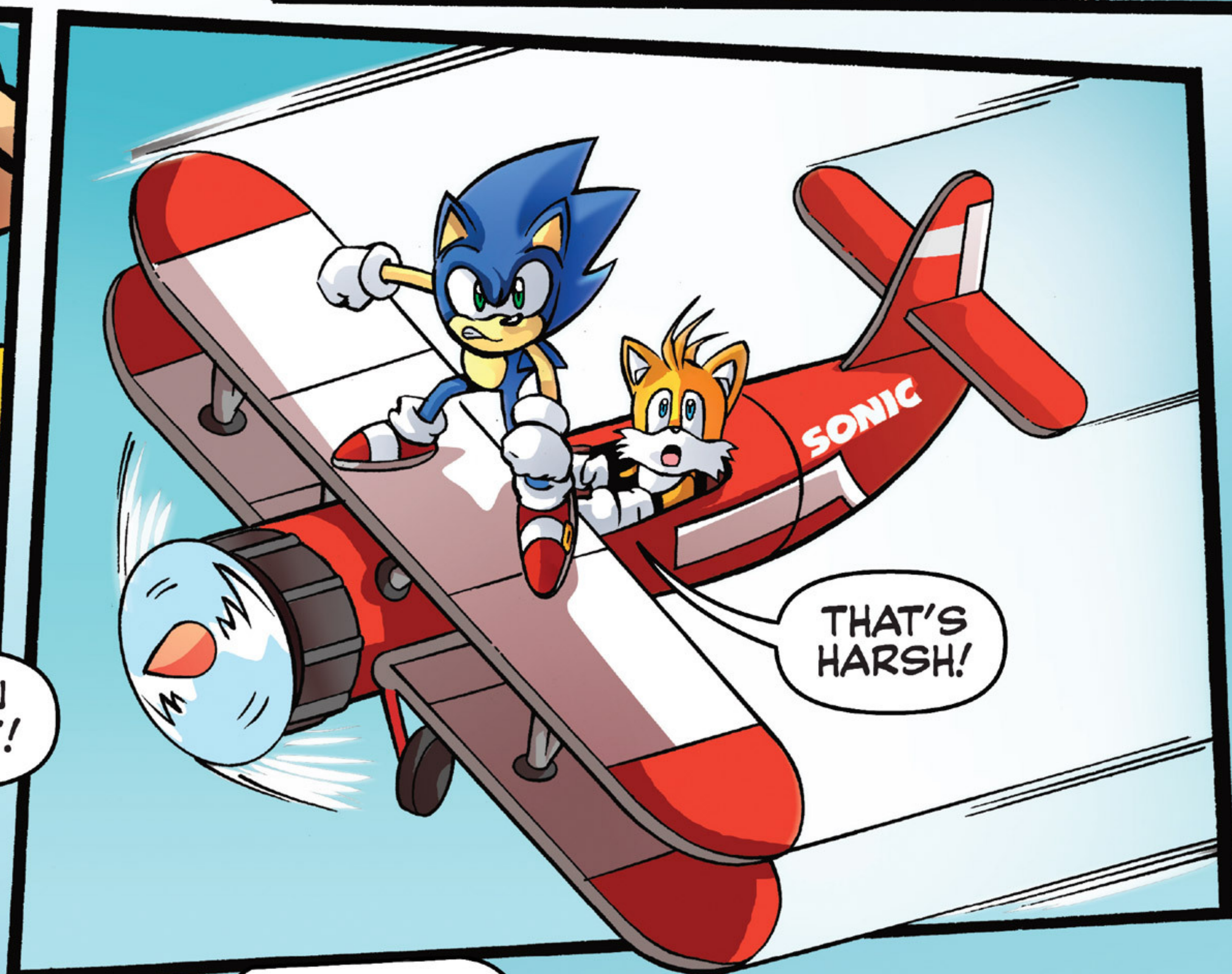
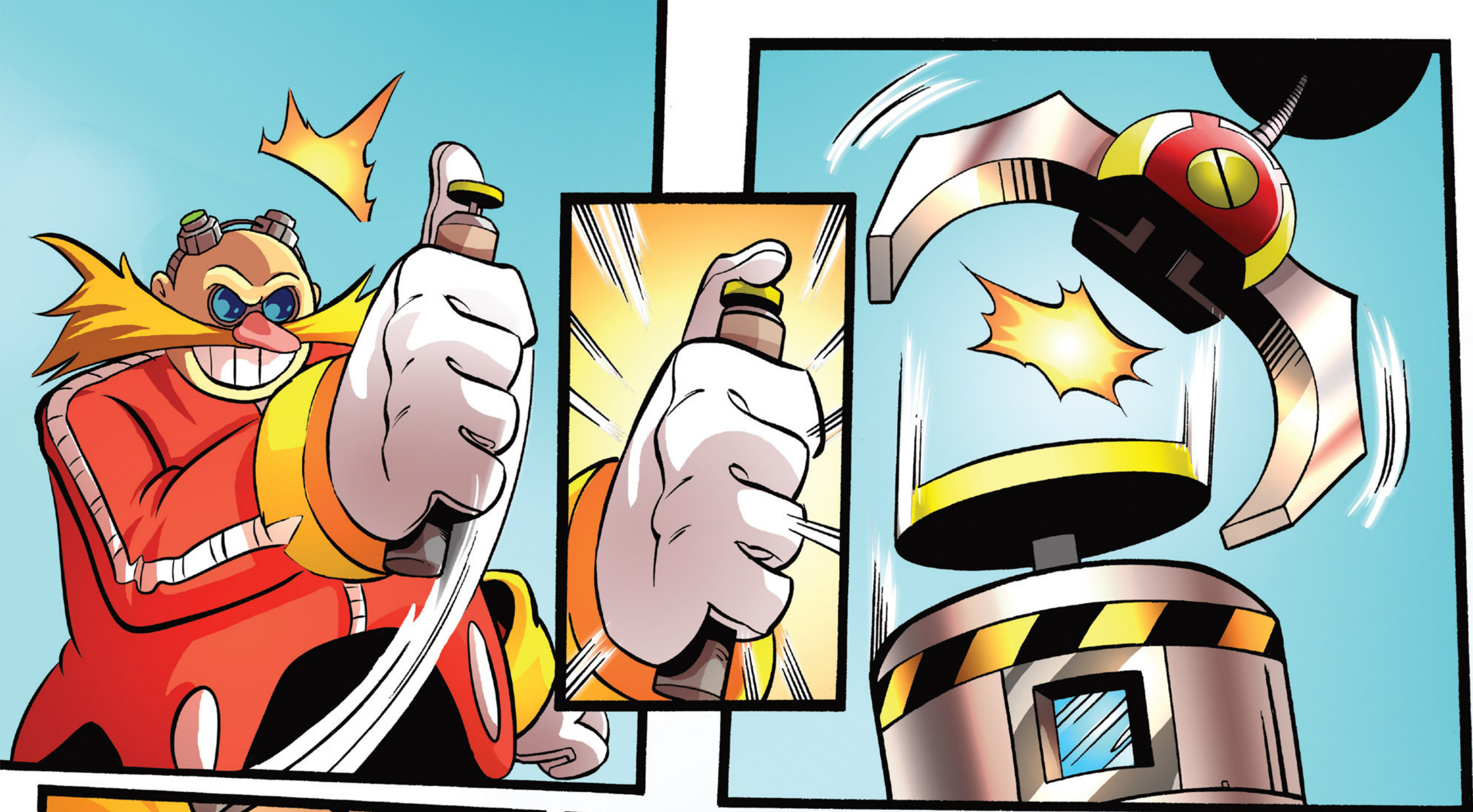
AFTER ALL
WE'VE BEEN
THROUGH?

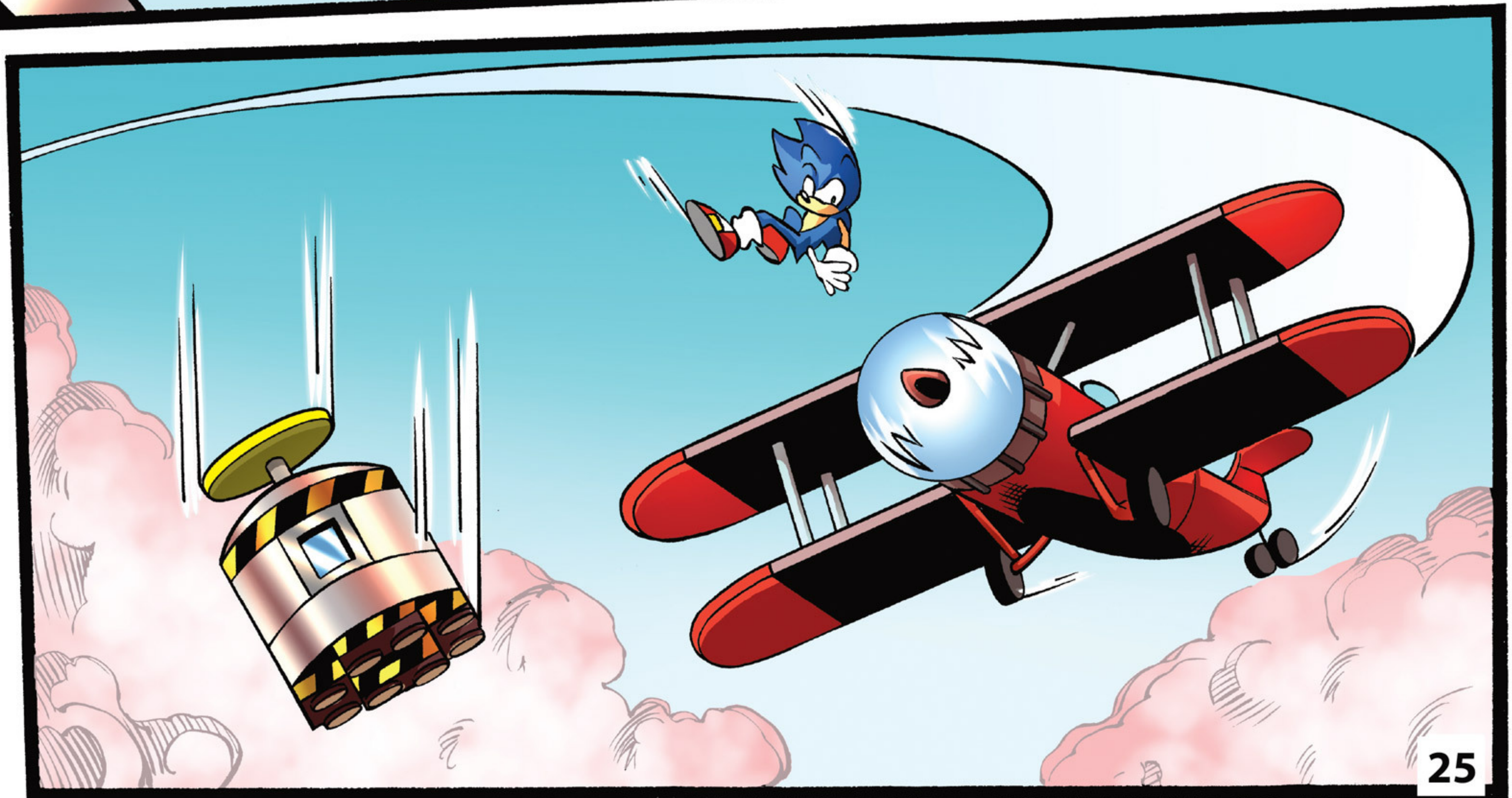
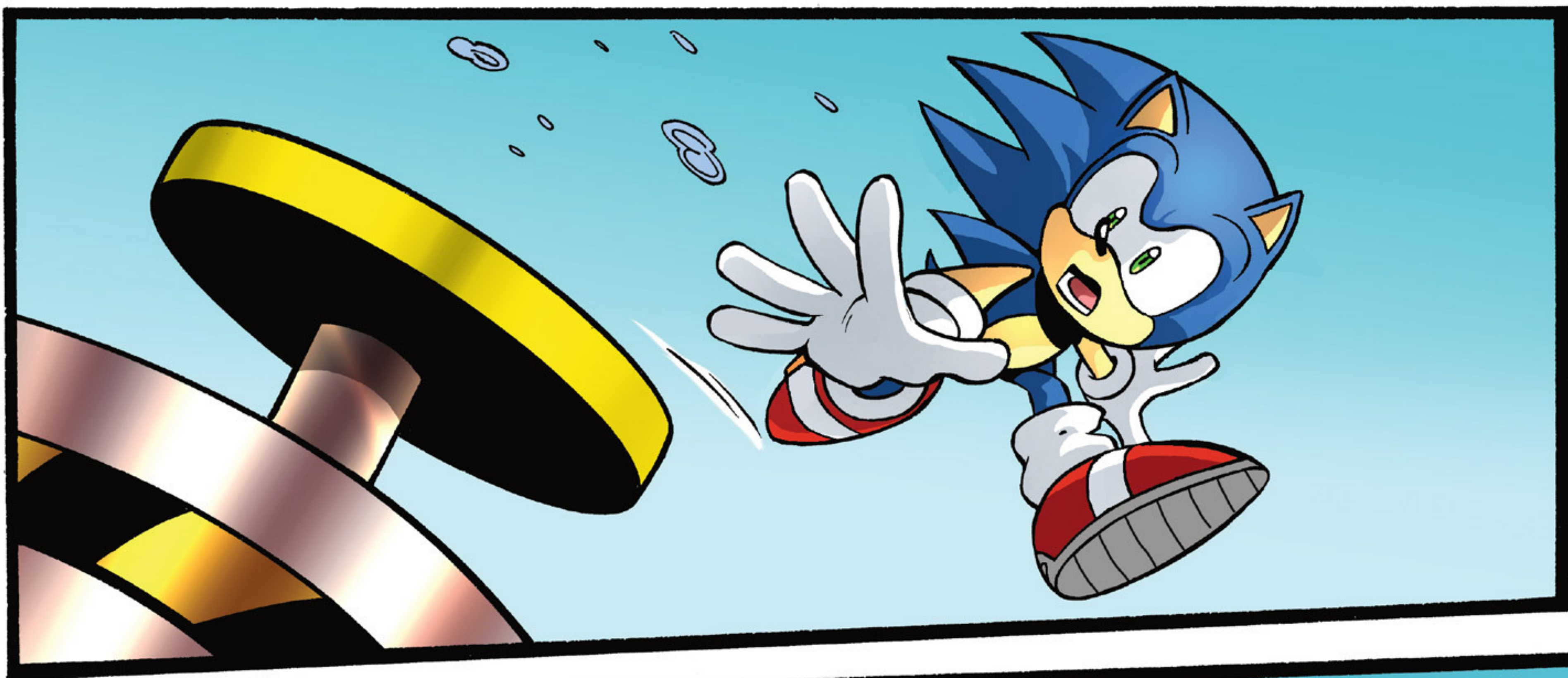
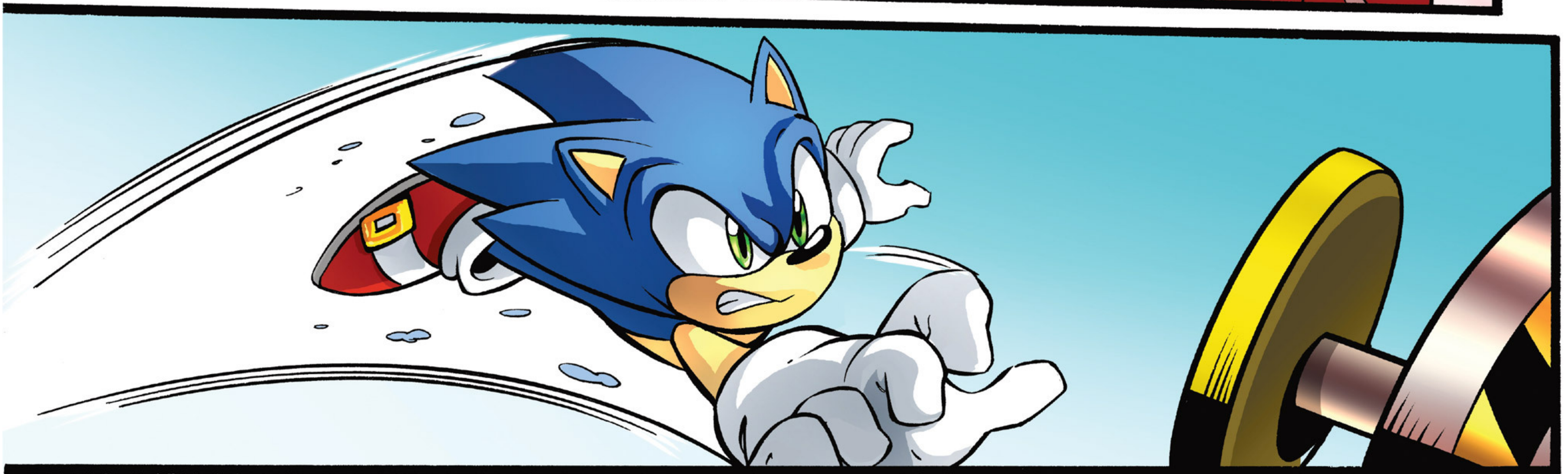
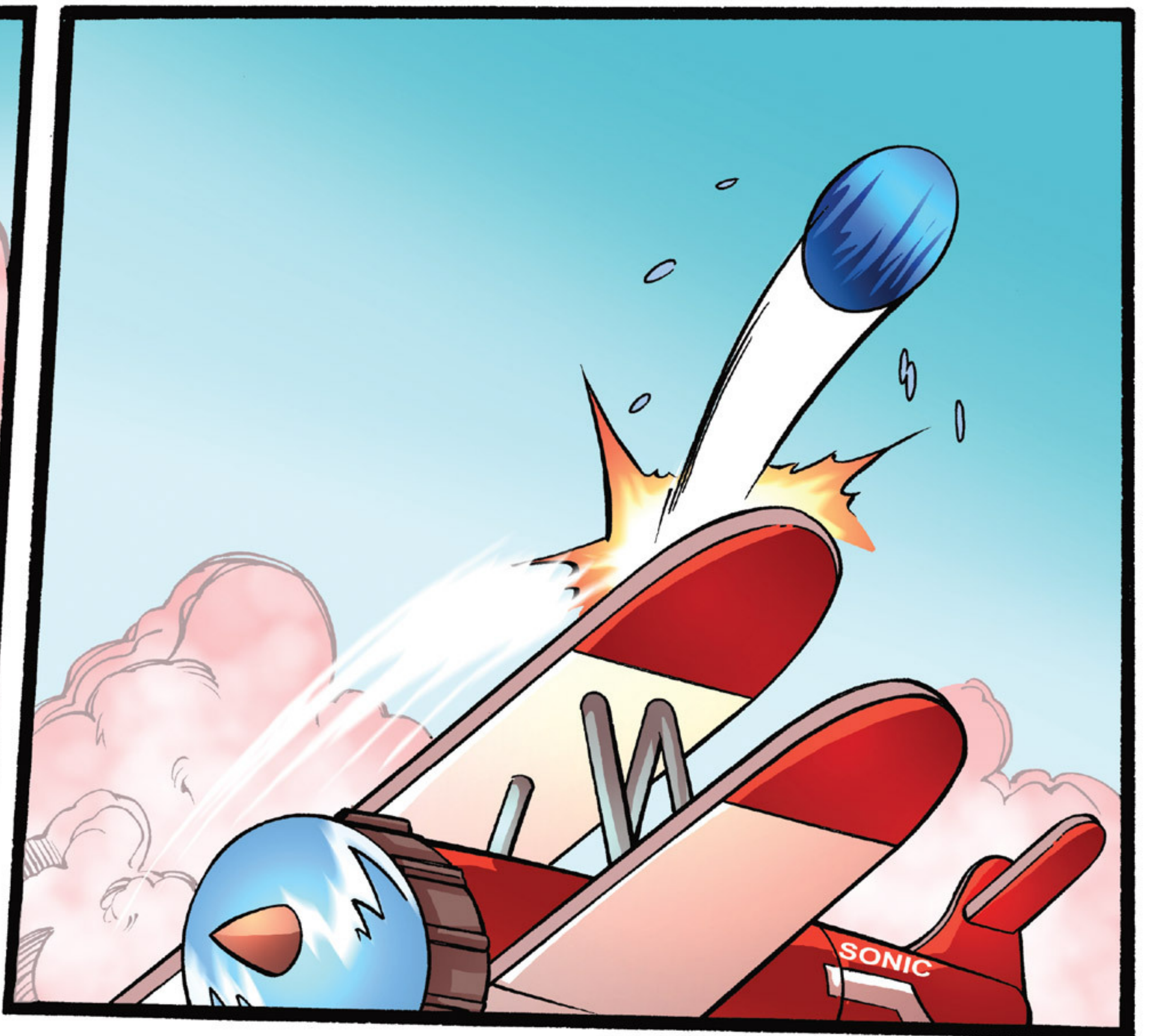
TOUCHÉ.



THERE
HE IS!
LET'S
GO,
TAILS!

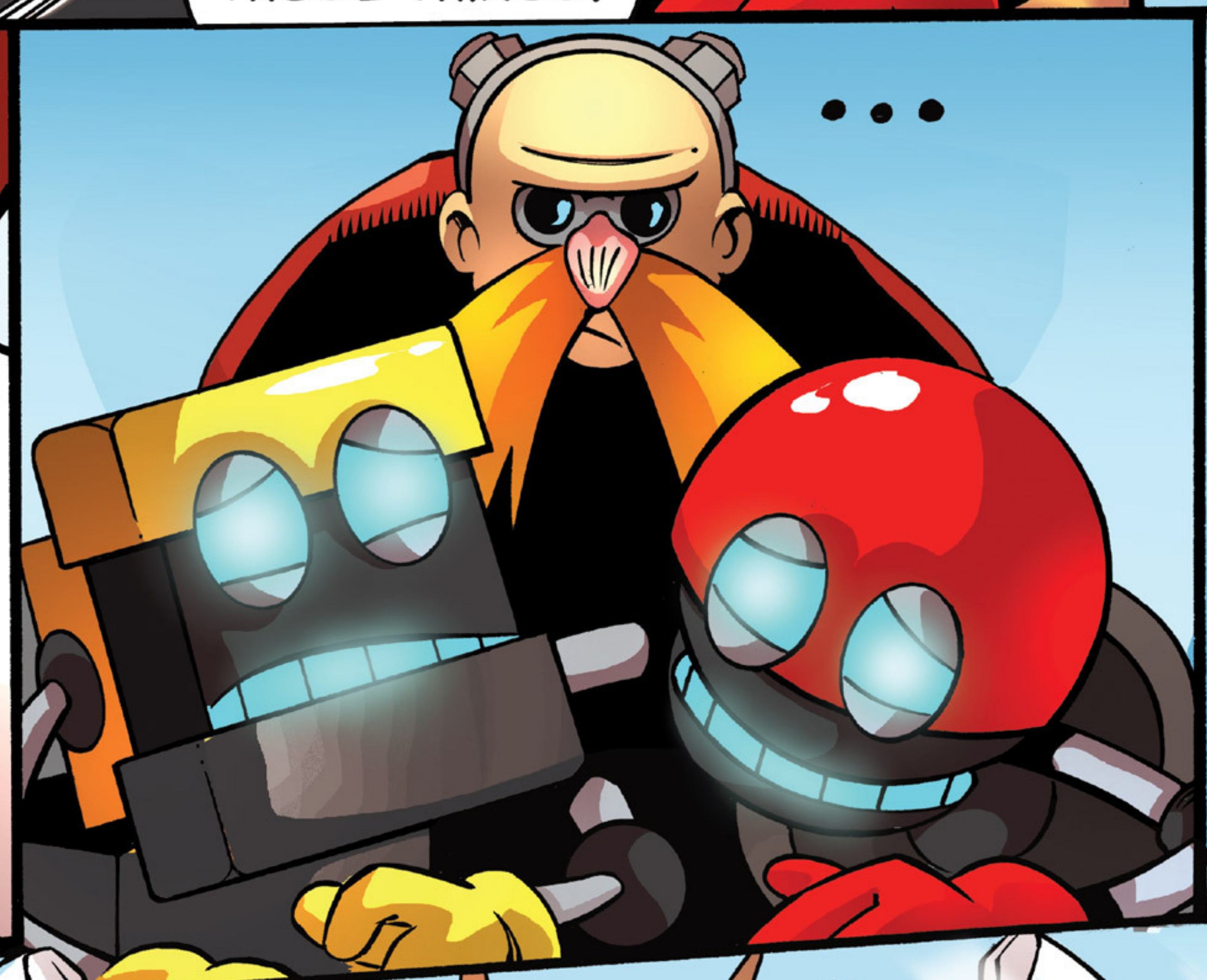
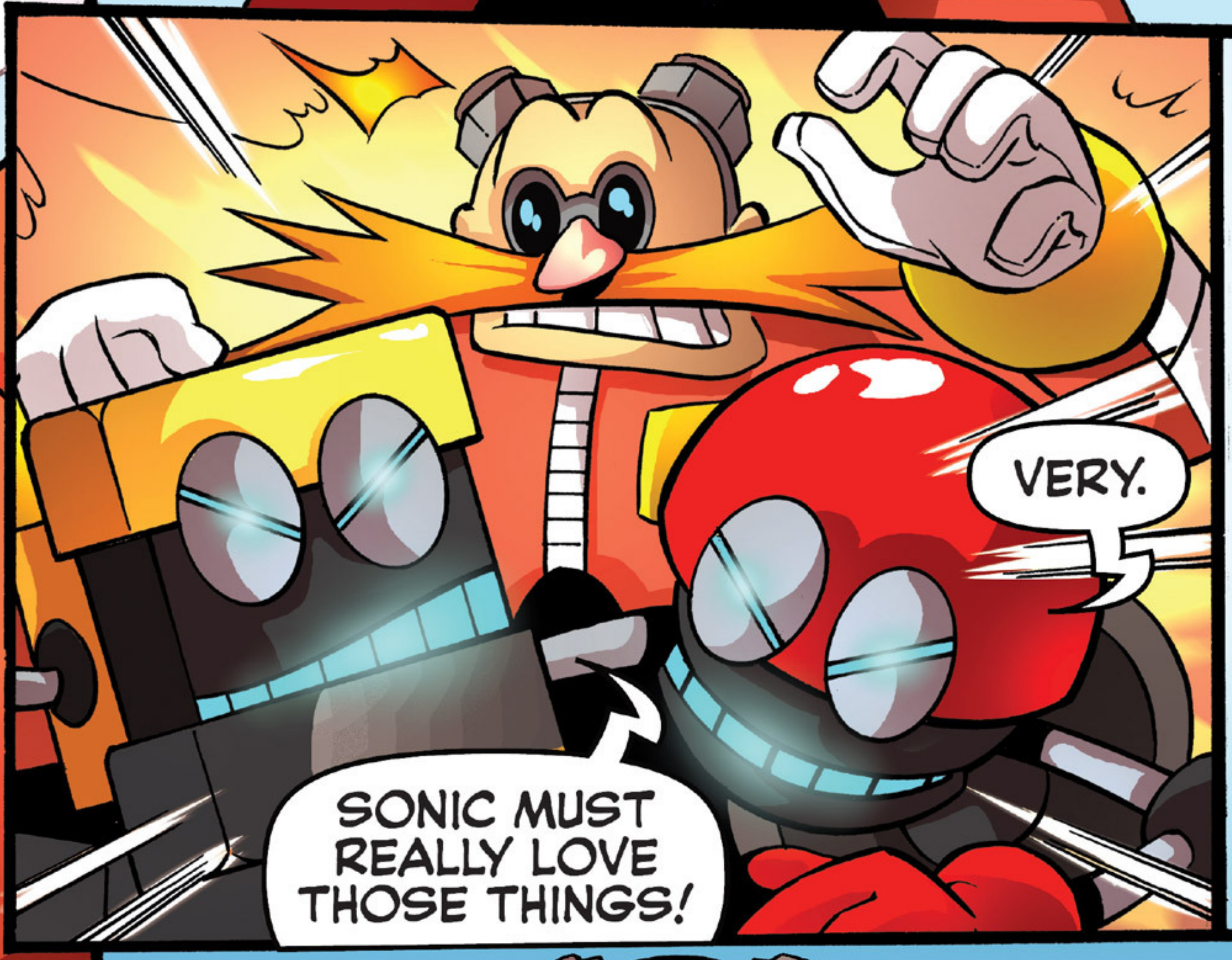






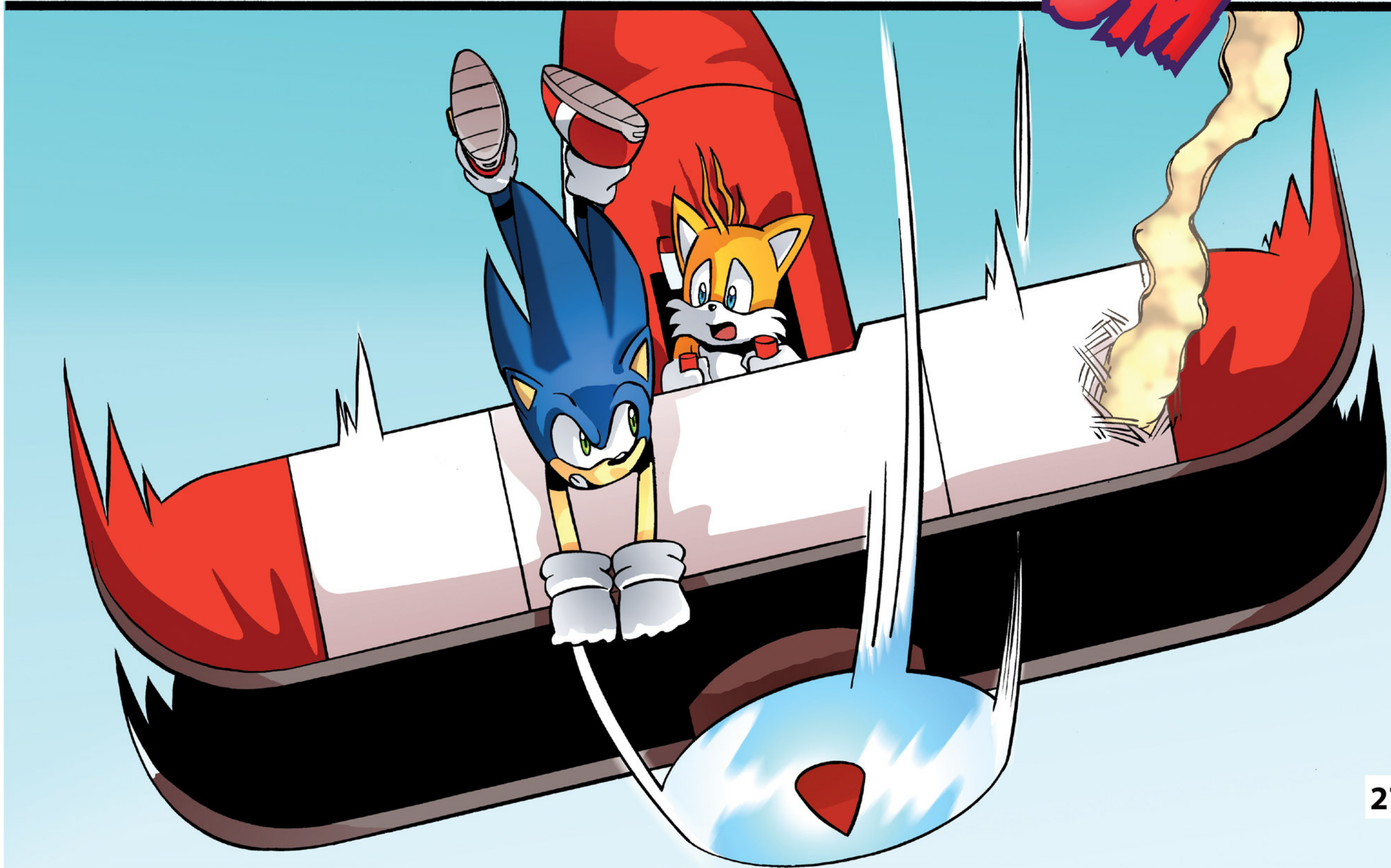
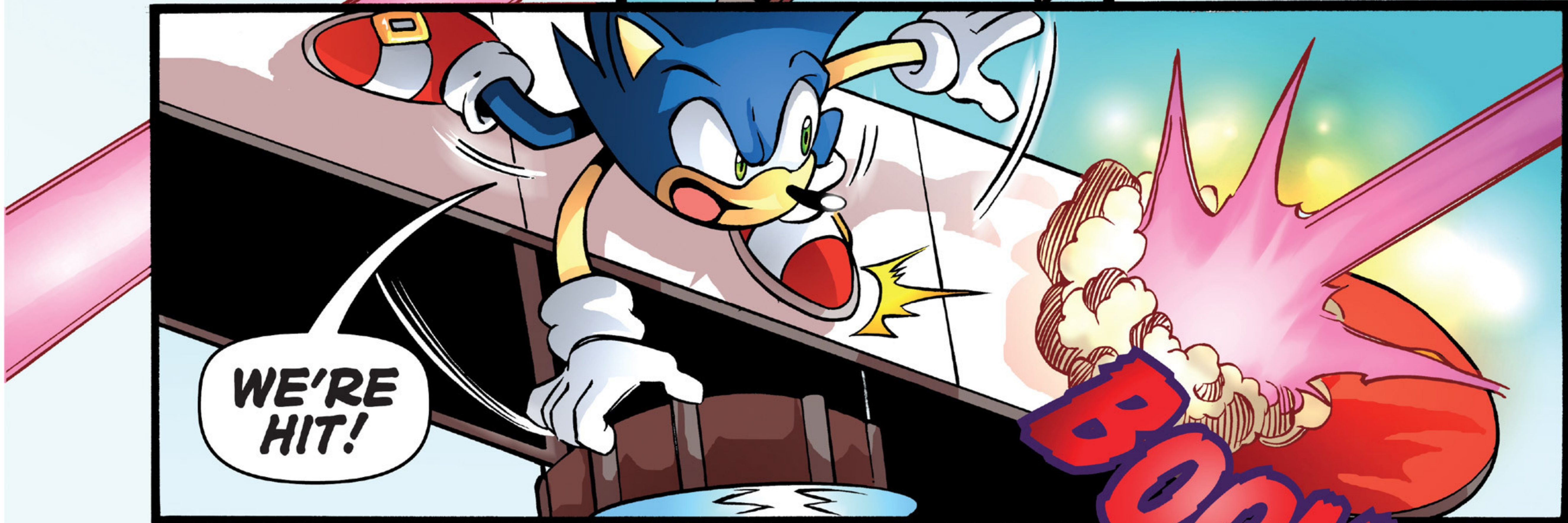
WE'LL
HAVE TO SWING
AROUND FOR
IT!

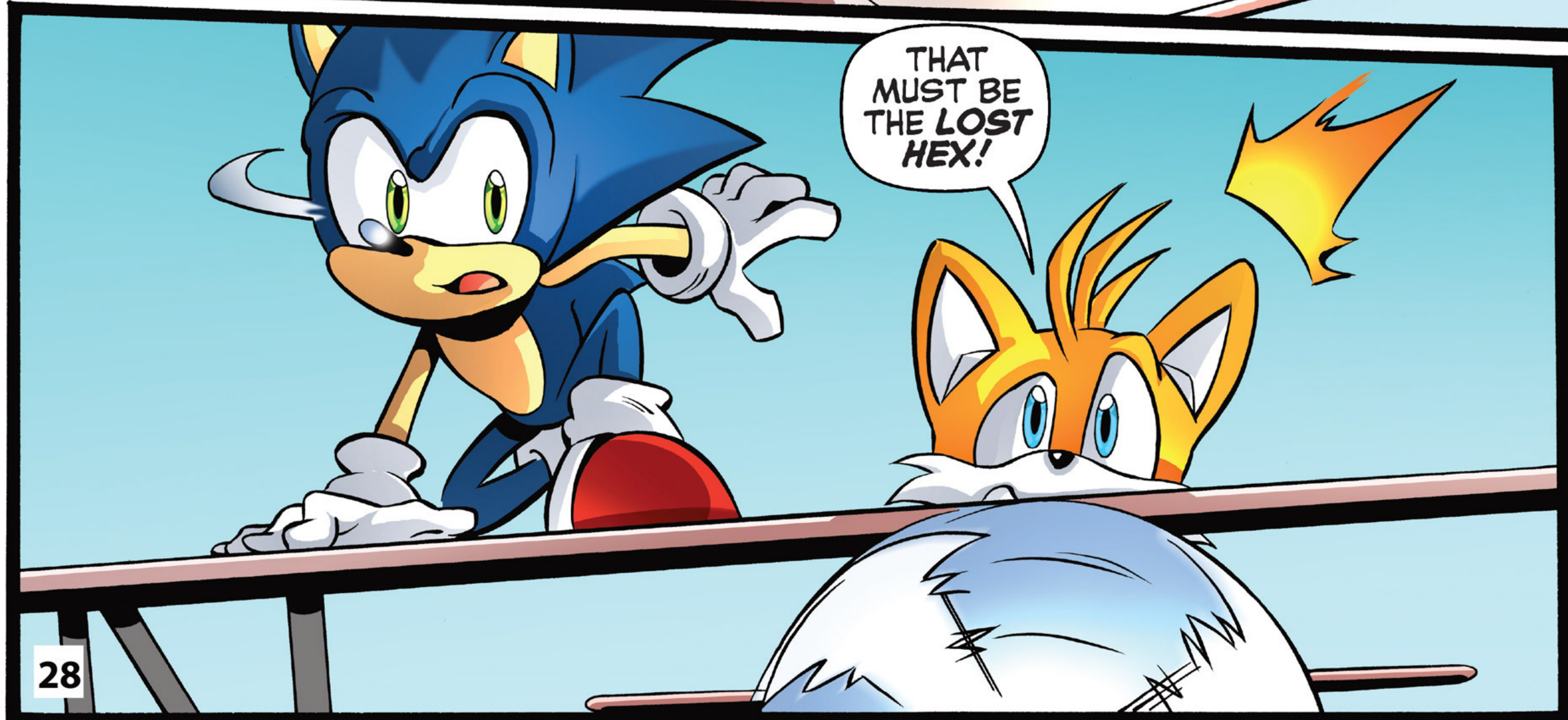
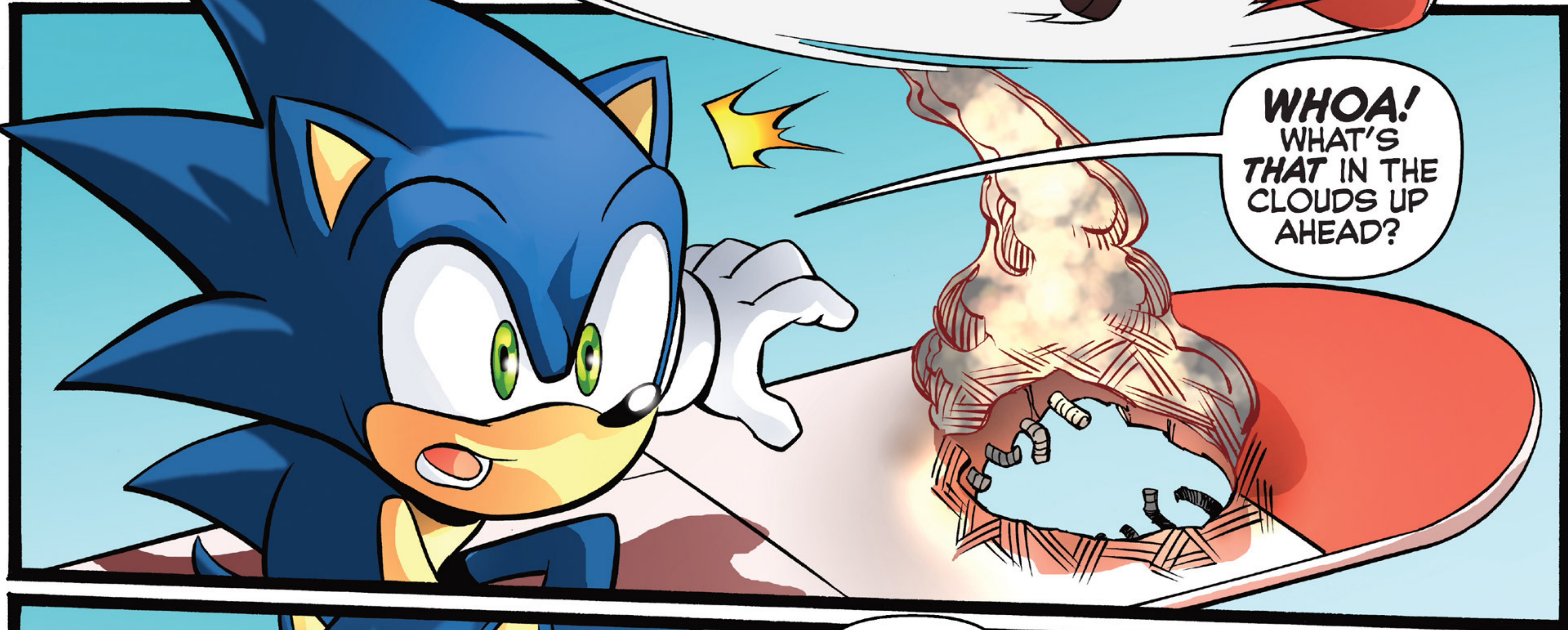
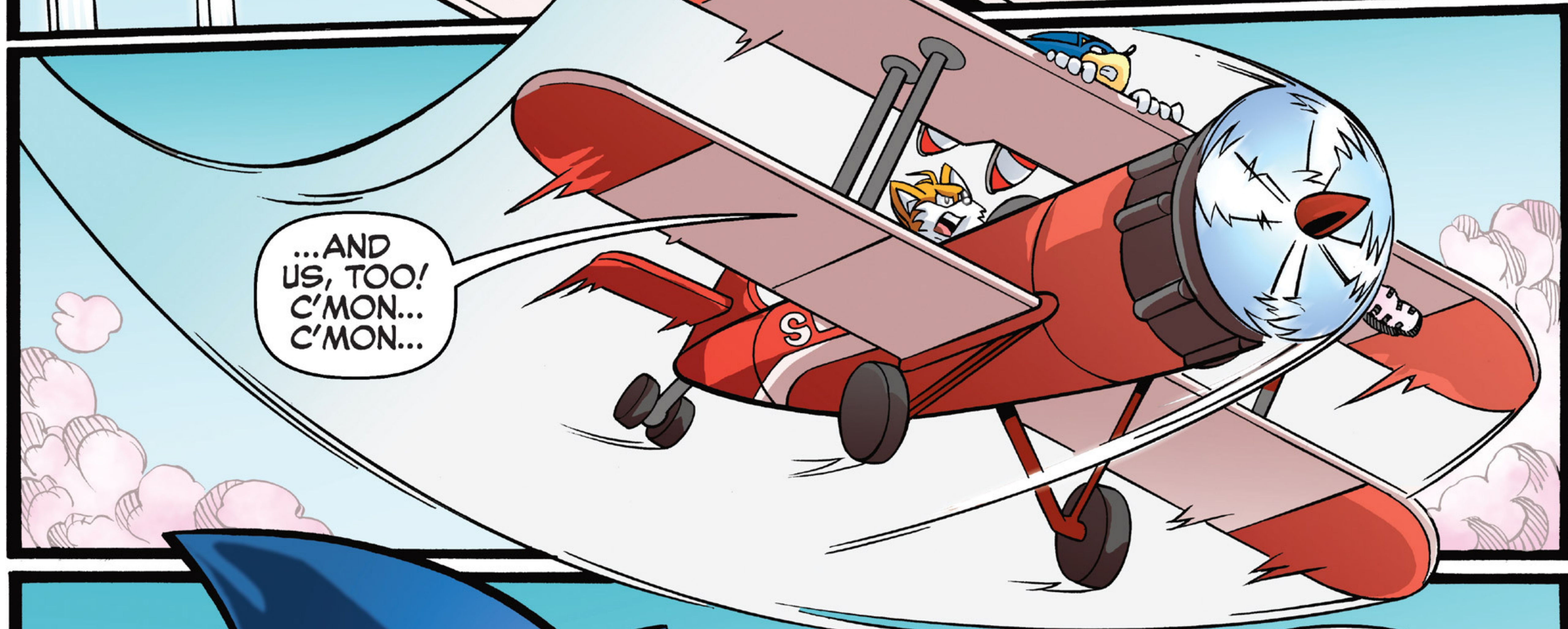
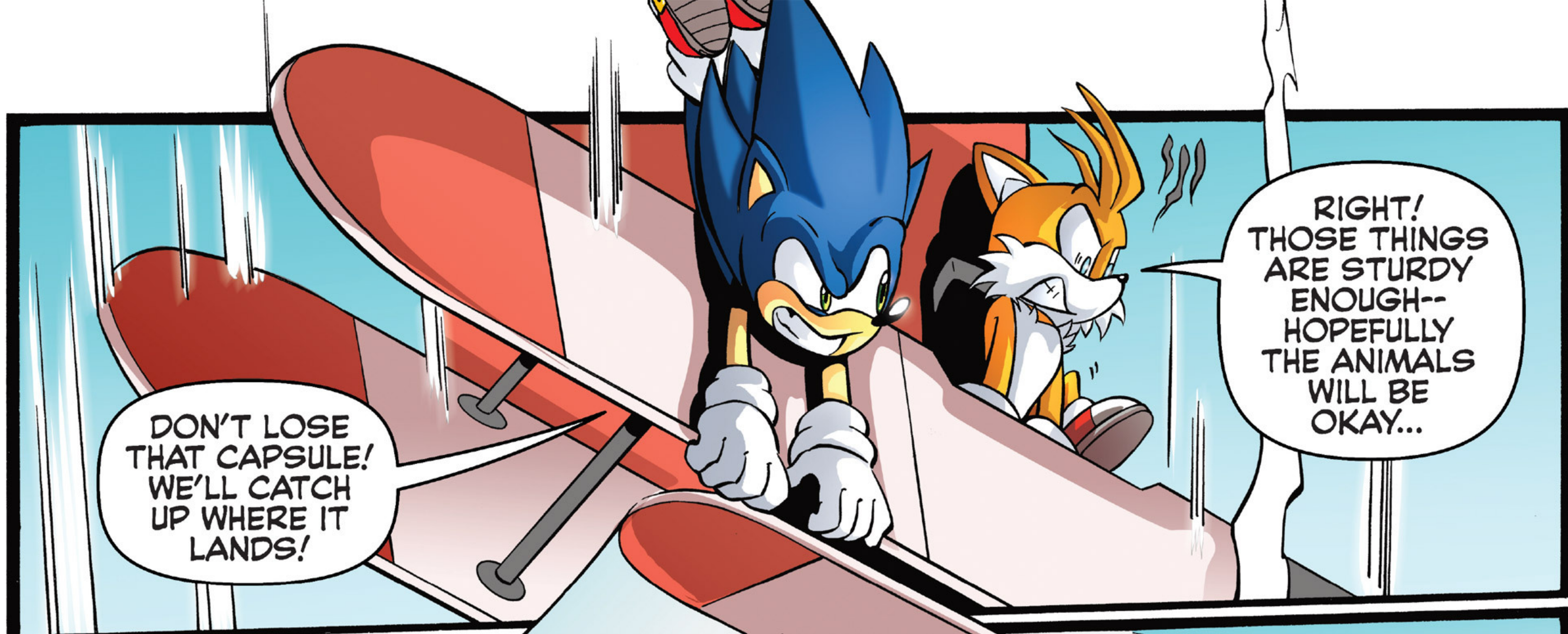
PREDICTABLE.

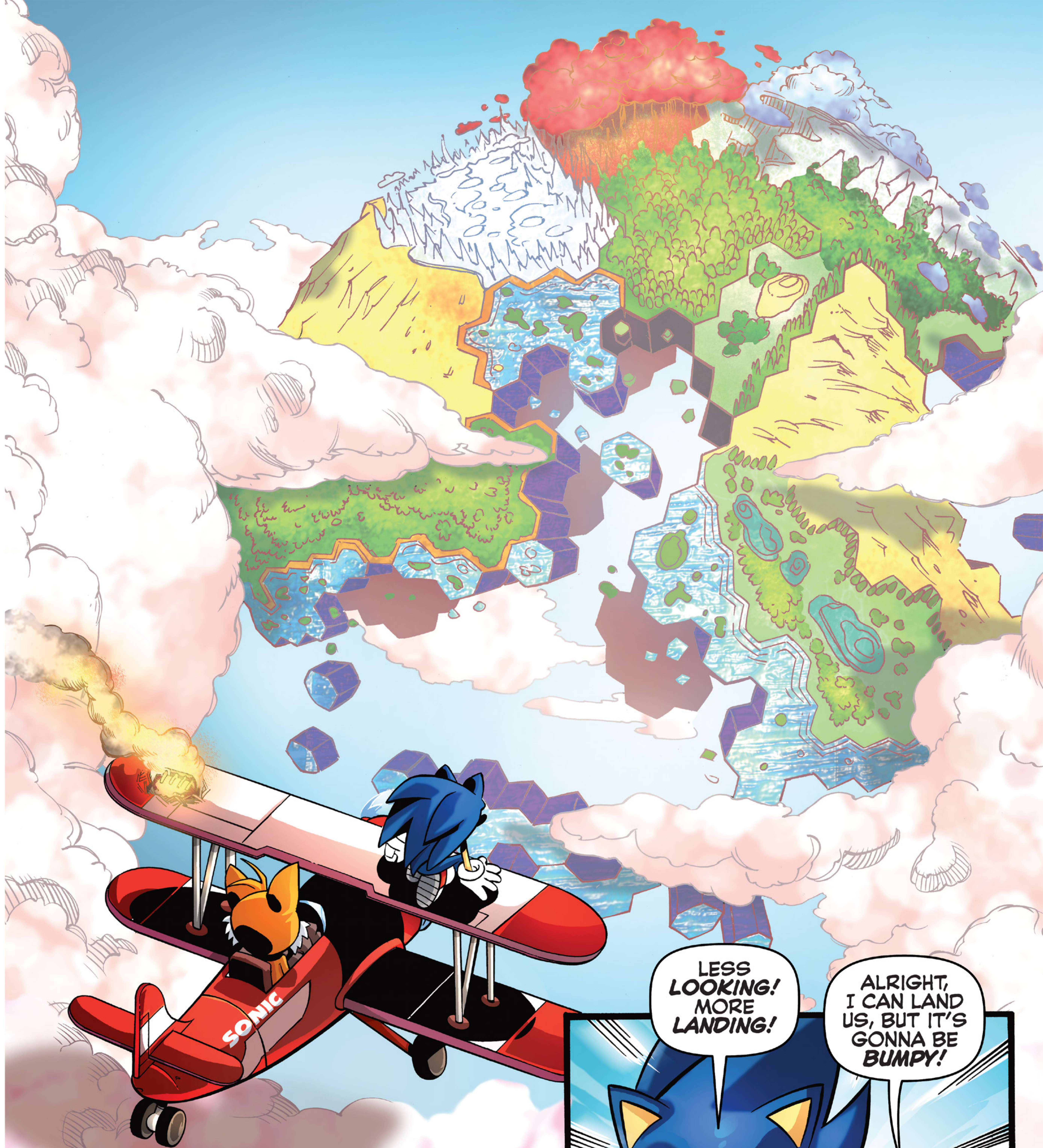


FRONT
SEAT FOR
EVIL
GENIUSES
ONLY!





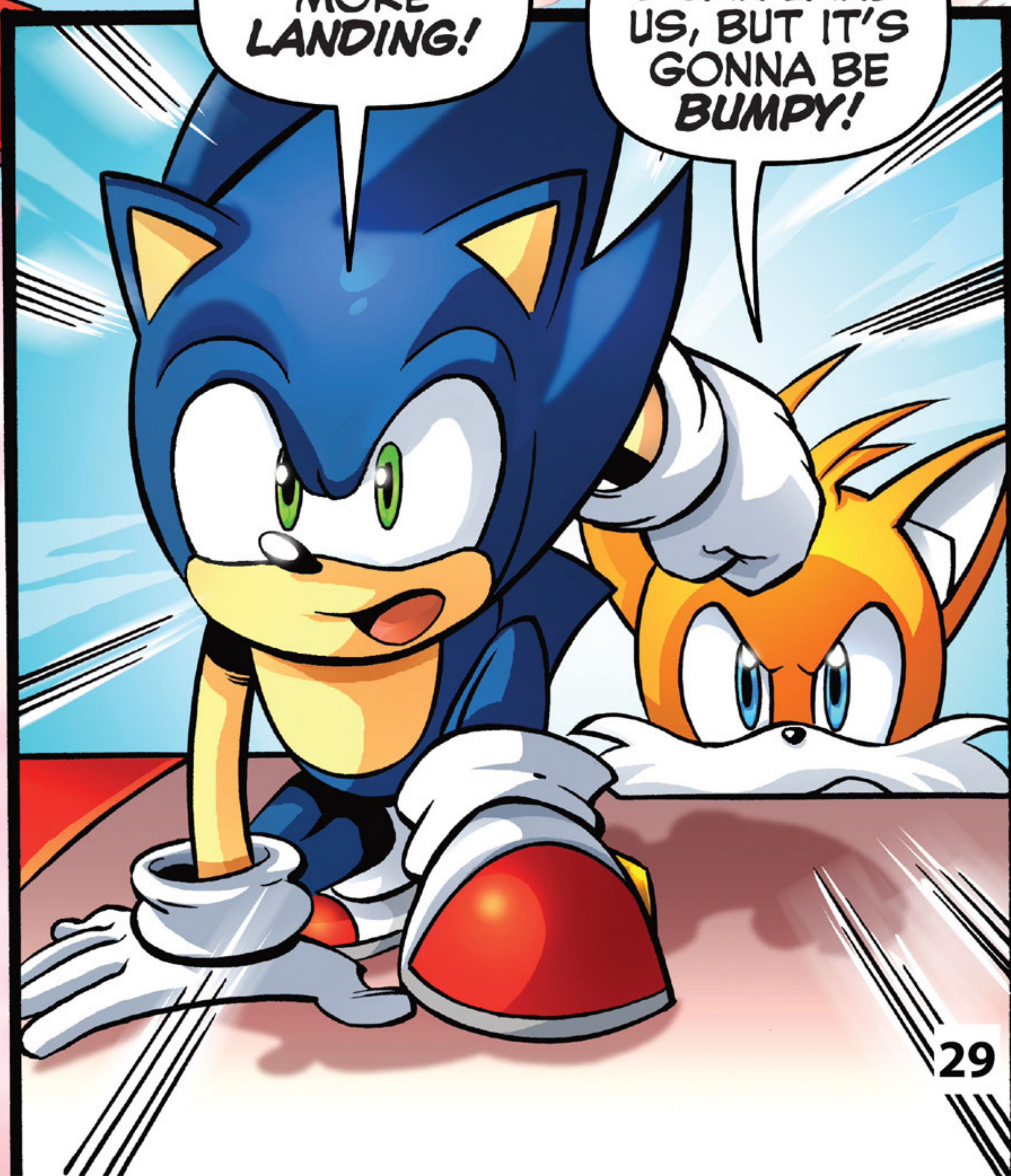




A WHOLE NEW CONTINENT
WITH BOLD NEW ADVENTURES!
JOIN SONIC AND TAILS AS
THEY BATTLE DR. EGGMAN AND
THE DEADLY SIX IN
SONIC: LOST WORLD
EXCLUSIVELY ON YOUR
NINTENDO WII U AND 3DS!

LESS
LOOKING!
MORE
LANDING!

ALRIGHT,
I CAN LAND
US, BUT IT'S
GONNA BE
BUMPY!



**CONTINUE THE
ADVENTURE...**



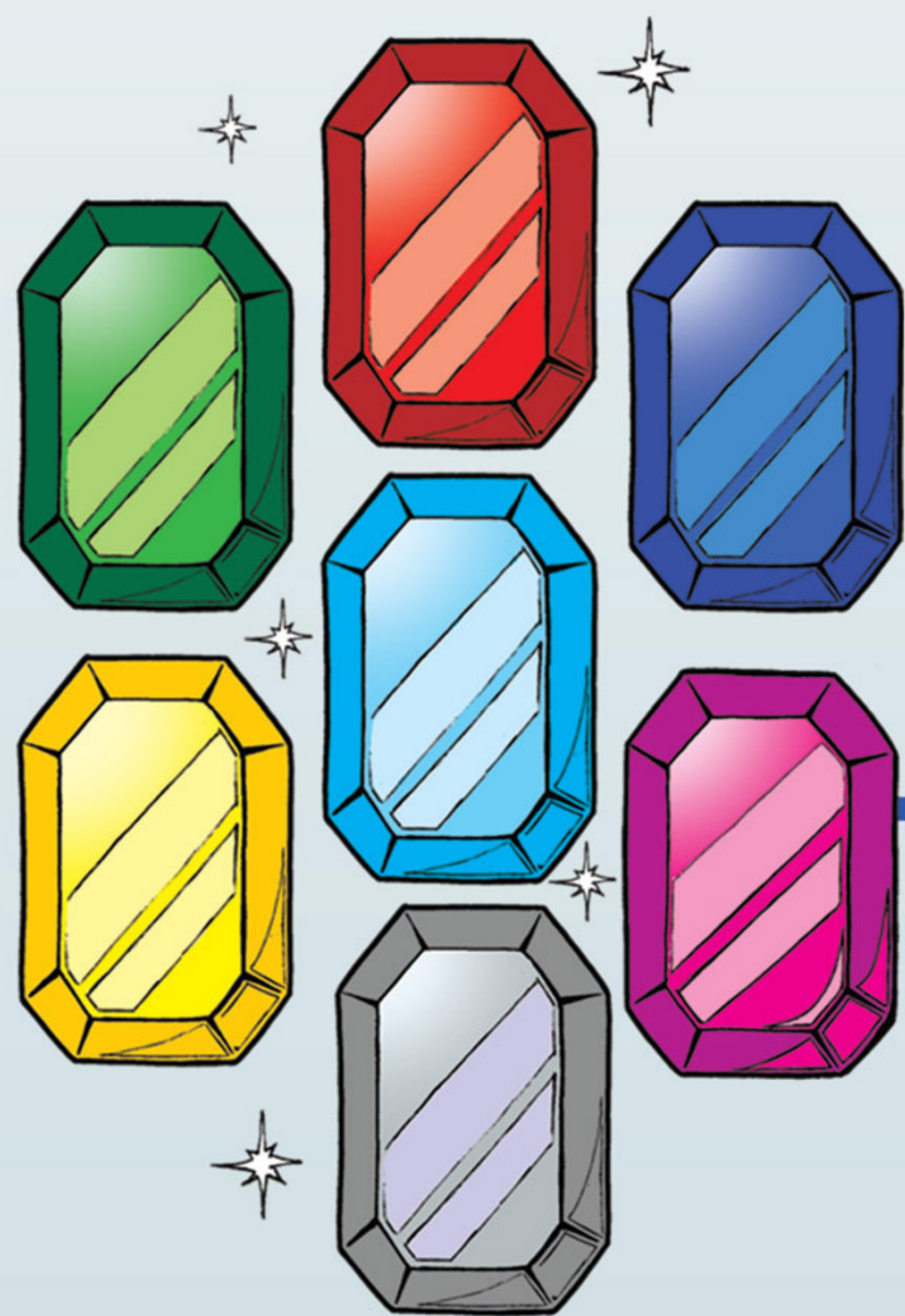
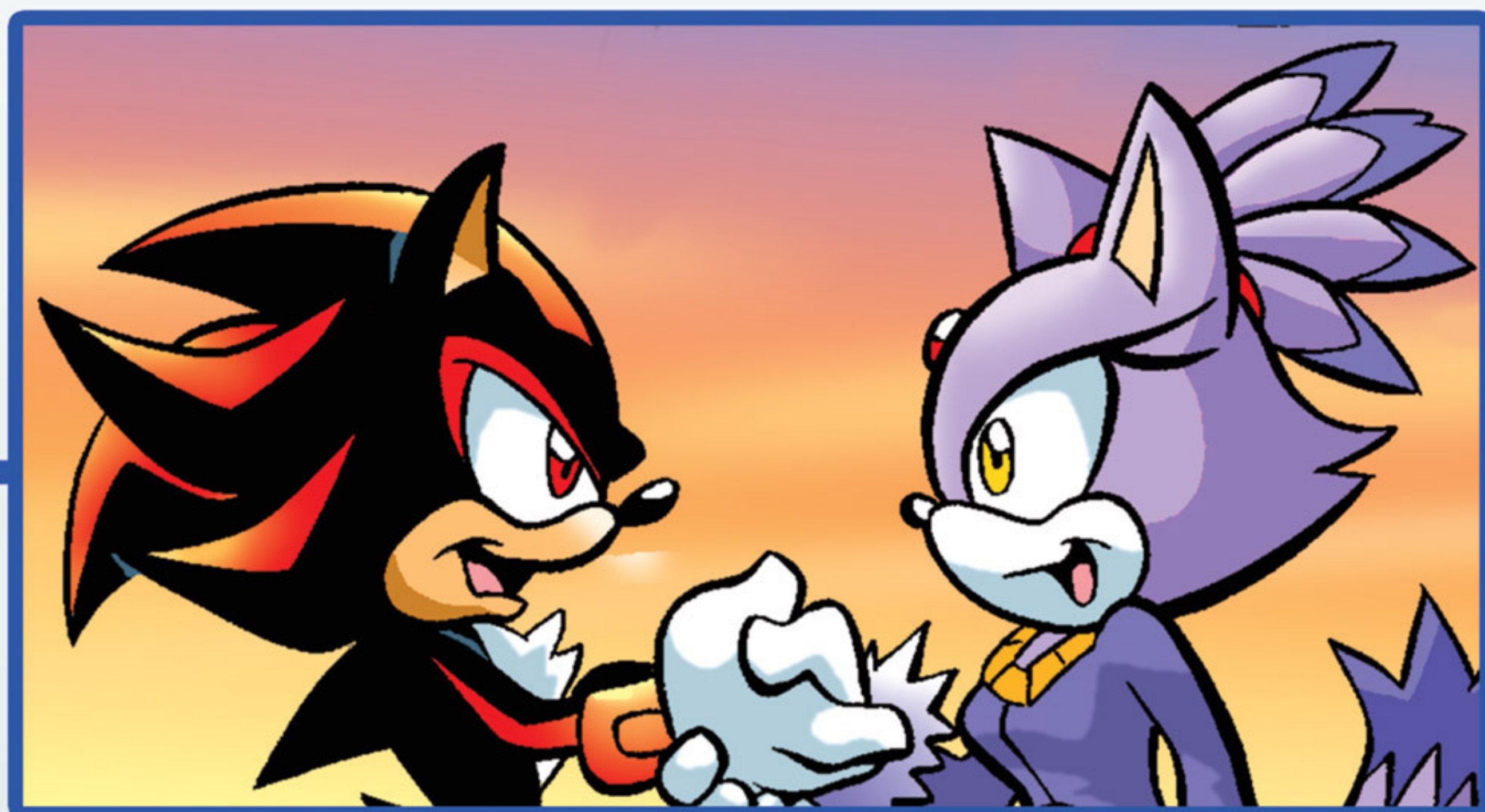
... AND RISE AGAINST THE DEADLY SIX!

SONIC COMIC SUPER SPECIAL FEATURE!

TREASURE TEAM TANGO PART ONE: THE SALIDA

PREVIOUSLY...

BLAZE THE CAT HAS LONG BEEN ON THE HUNT FOR HER MISSING **SOL EMERALDS**. IN HER QUEST FOR THE GEMS, BLAZE HAS CROSSED PATHS WITH **SHADOW THE HEDGEHOG**, WHO HELPED HER PURGE HER WORLD OF A COMMON ENEMY.



BLAZE ISN'T ONE TO PUT HER **TRUST** IN OTHERS SO EASILY, ESPECIALLY WITH ALL OF THE **EVIL** THAT THE EMERALDS ATTRACT.

NOW HER SEARCH LEADS HER INTO THE COMPANY OF **AMY ROSE** AND **CREAM THE RABBIT**.



WILL BLAZE WELCOME THESE TWO IN HER SEARCH AND **SUCCEED**, OR WILL HER **DISTRUST** IN OTHERS BE HER **DOWNFALL**?

DID YOU KNOW...

The Treasure Team Tango story arc consists of four chapters, each titled after well known Latin dance moves featured in tango. While there is no actual dancing in Treasure Team Tango, there are plenty of steps and missteps in the search for the Sol Emerald!



Tracy
Yardley!
Hunzeker

SONIC SUPER SPECIAL COVER PROCESS

SONIC THE HEDGEHOG ISSUE 252

COVER THUMBNAIL OPTION A



Most artists sketch out their cover ideas on paper, but Ben paints his original idea digitally!

COVER THUMBNAIL OPTION B



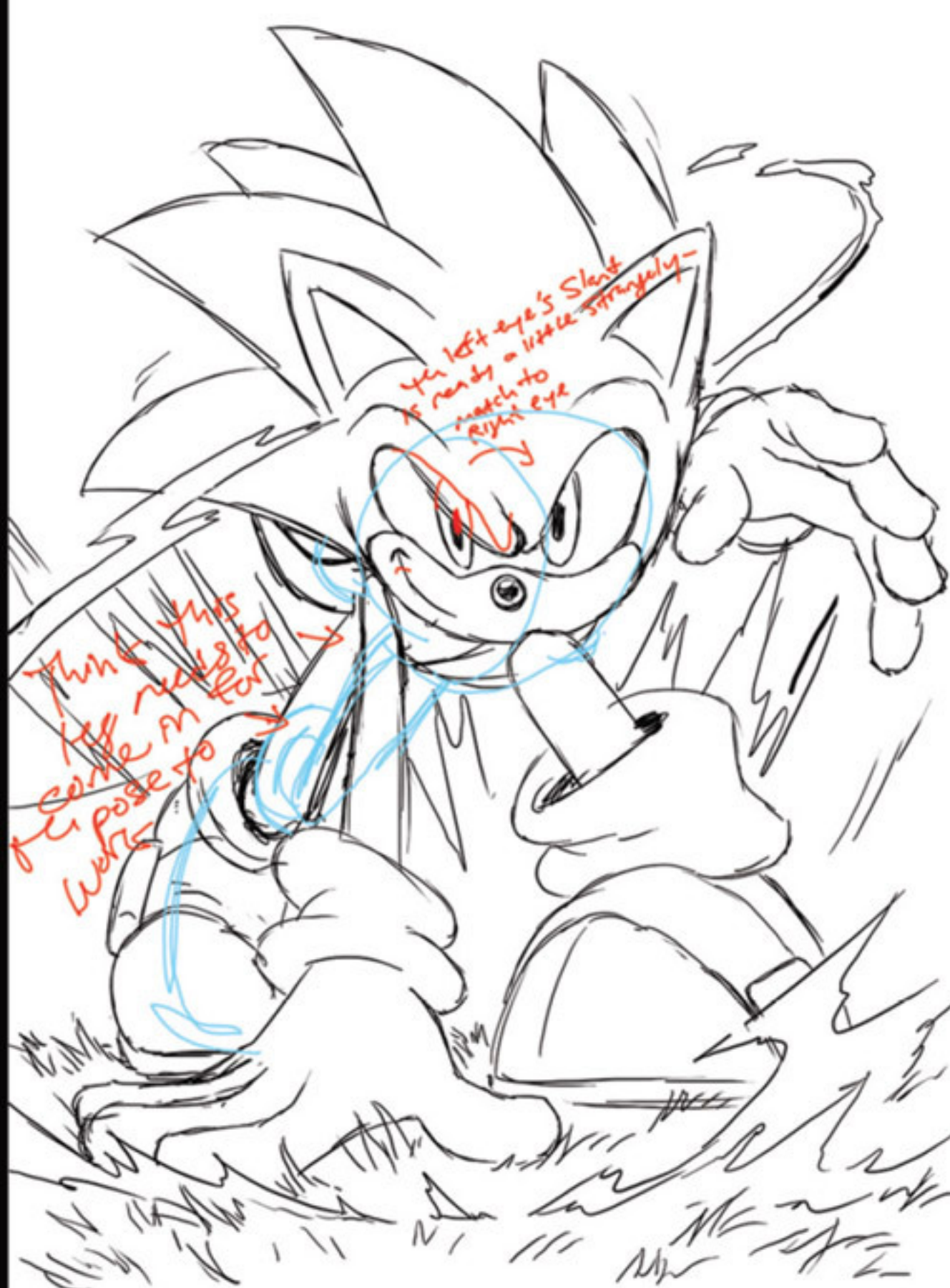
Minor tweaks are made along the way, Sonic's foot placement has changed from the original sketch!

COVER PENCIL SKETCH



The sketch for the final cover is made and submitted to the editor for revision!

NOTATED PENCIL SKETCH



Editor Paul Kaminski looks over the final sketch and notes any tweaks that need to be made before Ben makes the final image!

FINAL COVER ART BY BEN BATES



The final, colored, cover in all of it's glory! Sonic is ready to blast off into action in the cover for Sonic 252! Ben has a painterly quality about his illustrations, and his digital brush work can be seen particularly in the energy surrounding Sonic's feet!



CHECK OUT YOUR FAVORITE SONIC COMIC COVERS FROM THEIR EARLIEST SKETCHES TO THE FINAL ARTWORK!

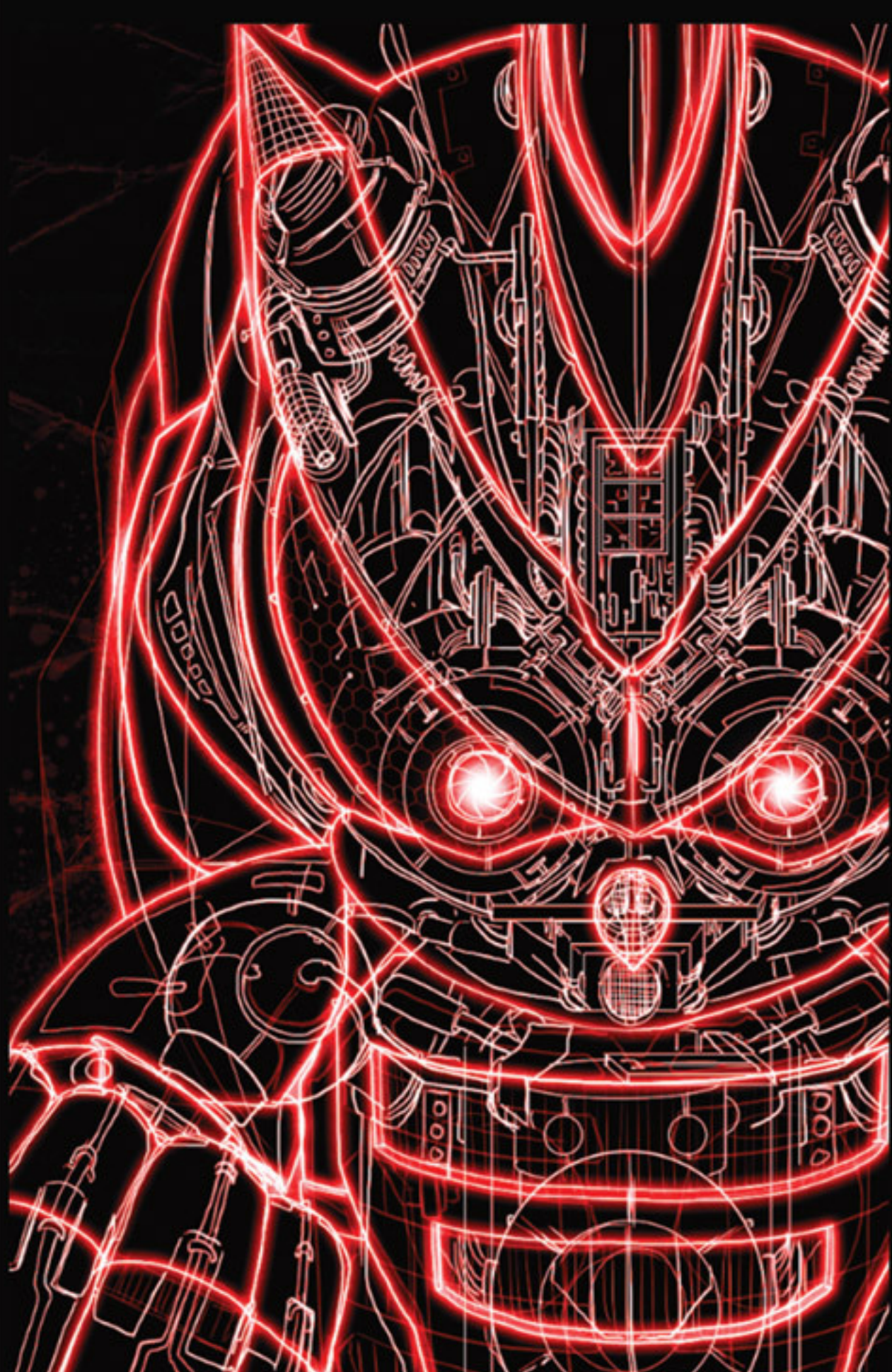
SONIC THE HEDGEHOG ISSUE 253 VARIANT

COVER THUMBNAIL OPTION A



T. Rex lays out the linework for Silver Sonic in his soon-to-be-sinister variant cover!

COVER THUMBNAIL OPTION B



Different effects are applied throughout the process. Silver Sonic looks intimidating with glowing red circuitry!

COVER THUMBNAIL OPTION C



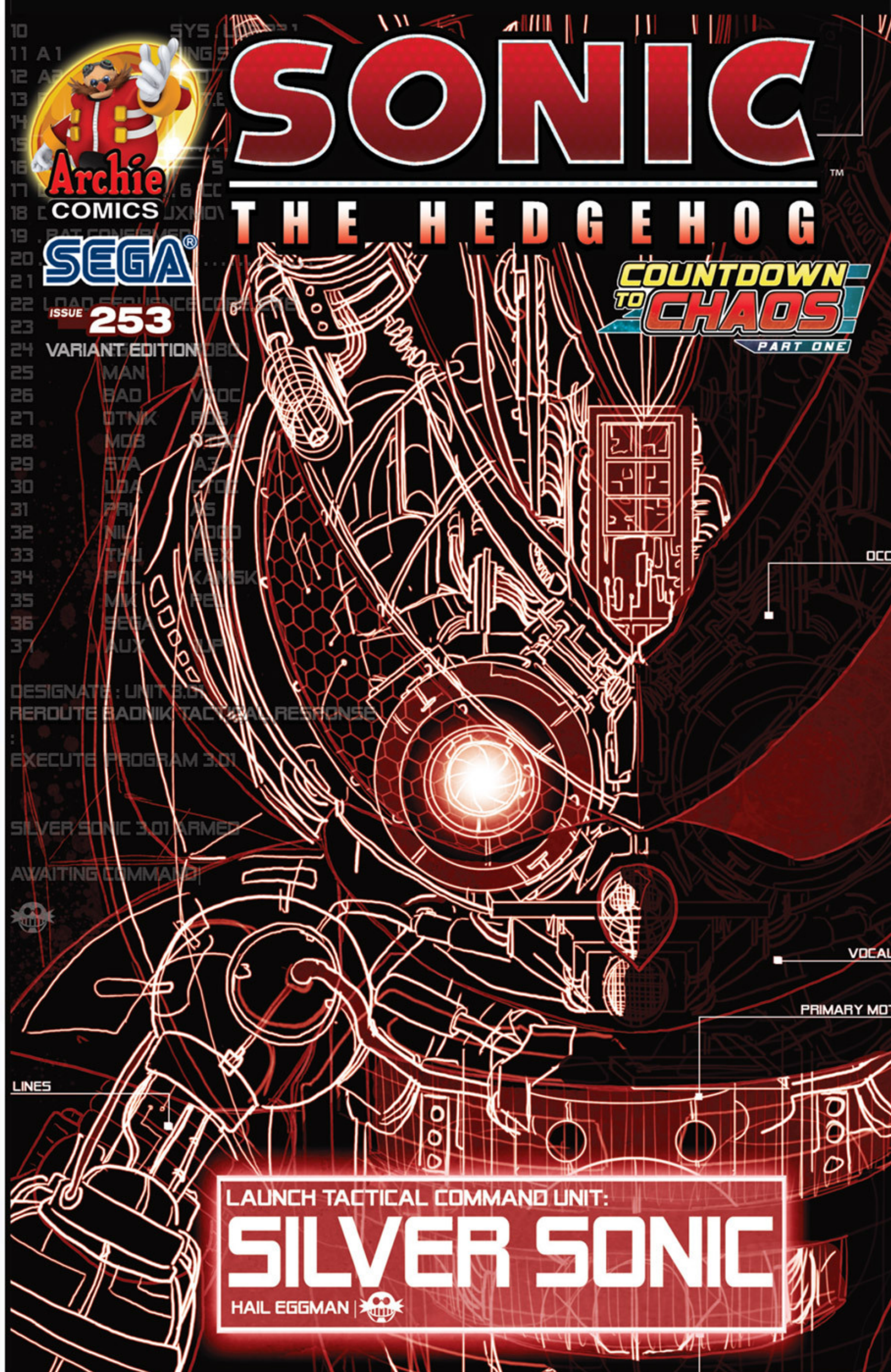
To add more spice to the cover composition, Silver Sonic was cropped a bit!

COVER THUMBNAIL OPTION D



Certain areas are selected to be all circuitry, and some remain all metal to give the final cover an X-Ray like feel!

FINAL COVER ART BY T. Rex



Behold! The menacing Silver Sonic is ready to hunt down the Blue Blur in the variant cover for Sonic 253!

After the final image is submitted the cover is suited up in what we like to call the “Cover Dress”! The “Cover Dress” is the title of the comic along with the issue number and company logos! She sure looks pretty!

SONIC SUPER SPECIAL COVER PROCESS

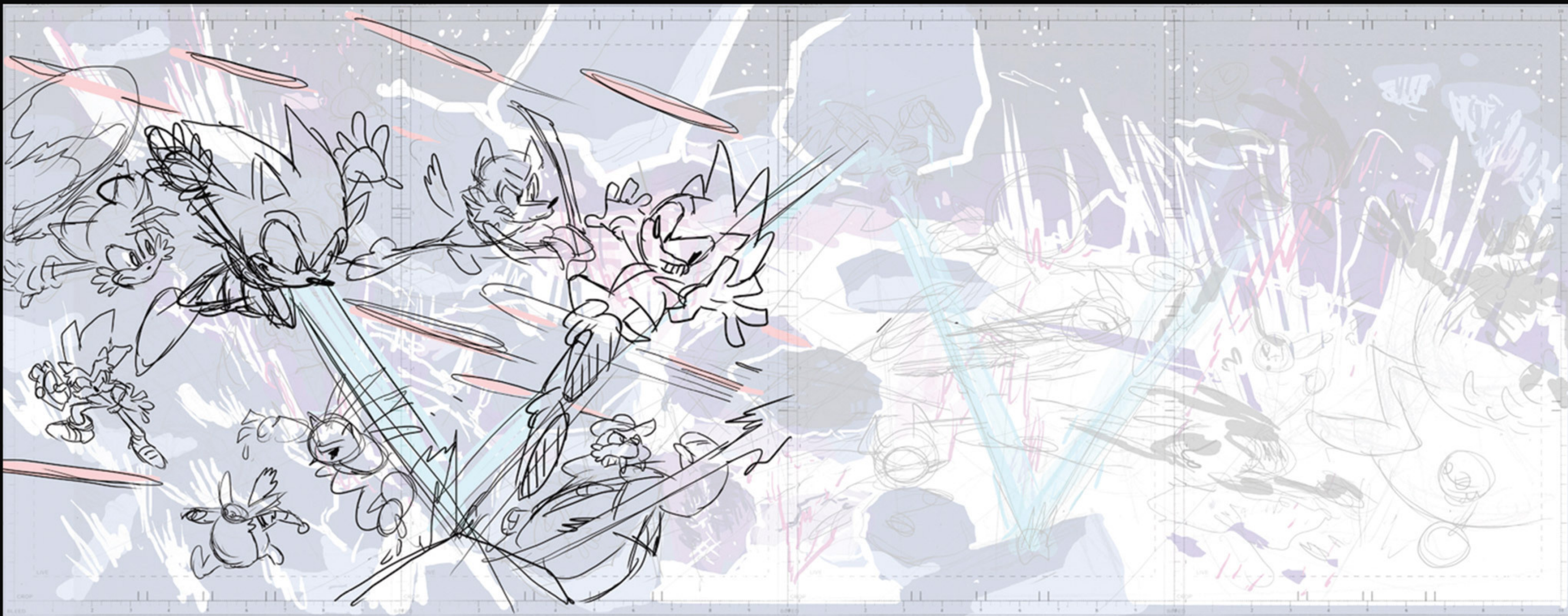
SONIC THE HEDGEHOG ISSUES 253-256

FIRST DRAFT CONCEPT THUMBNAIL



The idea of four adjoining covers is a real challenge! Ben loosely sketches his concept in a very simple way, giving just enough information to get the main point across!

FINAL DRAFT PENCIL THUMBNAIL

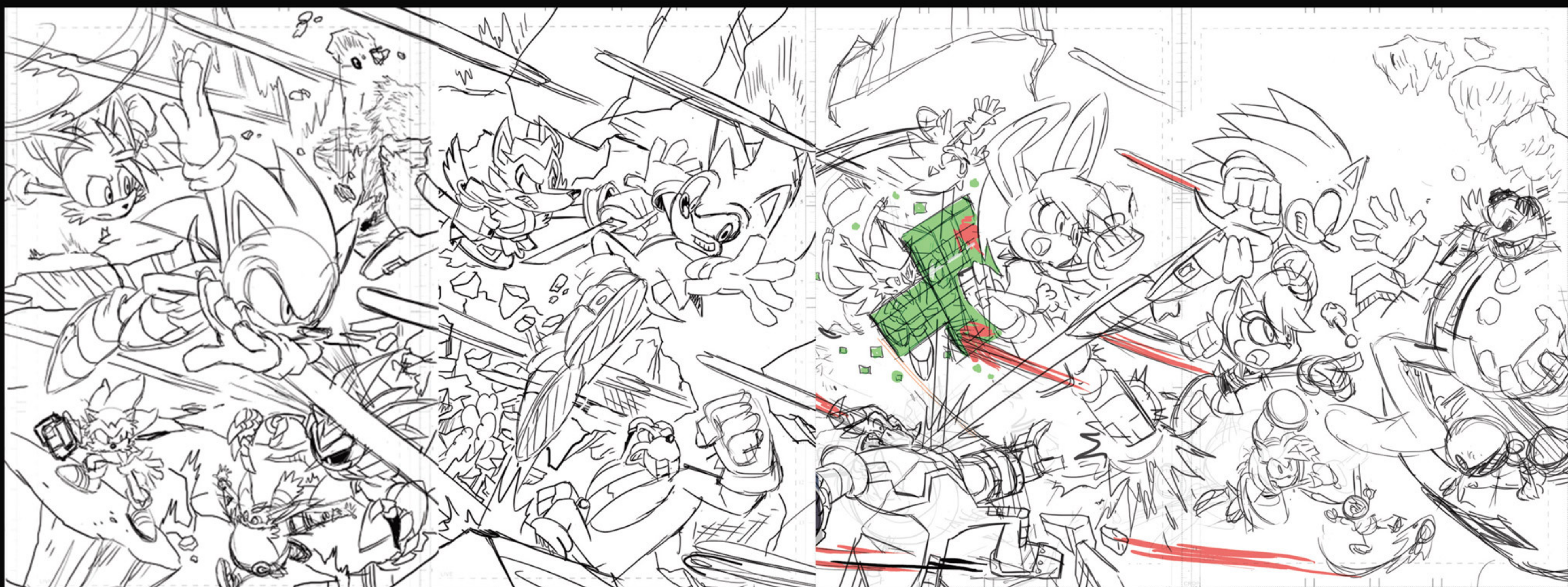


Using the digital sketch as a guide, Ben lays down a clearer, more finalized draft in pencil line and submits it to the editor for the review process!

A BEHIND THE SCENES LOOK AT THE COVERS FOR THE NEW SONIC COMIC UNIVERSE!



FINAL PENCILS



The super detailed pencil work bring the final image to clarity and is ready for inks, and soon enough, colors!

FINAL COVER ART



Finally, the colored piece! Everything comes together in this four cover masterpiece! Ben didn't actually paint this image all in one go, he chisled away at it bit by bit. The end result is amazing!

SONIC COMIC SUPER SPECIAL FEATURE!

HOME NEW HOME

PREVIOUSLY...

SONIC THE HEDGEHOG IS THE TRUEST, BLUEST HERO AROUND! ALWAYS WILLING TO DO WHAT'S RIGHT, HE HAS FOUGHT AGAINST THE **EVIL DOCTOR EGGMAN** COUNTLESS TIMES TO PROTECT HIS **HOME** AND HAS SUCCEEDED EVERYTIME, **ALMOST!** THE MAD SCIENTIST CREATED THE **EGG BEATER BATTLE SUIT** AND COMPLETELY DESTROYED **KNOTHOLE!**



IN A LAST DITCH EFFORT TO SAVE THE **PEOPLE OF KNOTHOLE**, SONIC AND A SMALL TEAM OF **FREEDOM FIGHTERS** INFILTRATED **EGGMAN'S BASE** AND FREED THE VILLAGERS FROM THE DOCTOR'S **EGG GRAPE CHAMBERS.**

THANKS TO THE HOLOGRAPHIC A.I., **NICOLE**, A NEW HOME HAS BEEN FORMED FOR SONIC AND HIS FRIENDS, THE **NANITE CITY OF NEW MOBOTROPOLIS**. ALL MAY SEEM TO BE TURNING AROUND FOR THE BETTER, BUT **DANGER** IS RIGHT AROUND THE CORNER...



DID YOU KNOW...

Before Sonic, Tails, Knuckles and Amy infiltrate the Egg Vineyard, Sonic has a one-on-one battle with Dr. Eggman which doesn't end so well for the Blue Blur. Sonic gets so infuriated with the Doctor that he rams Eggman's battle suit from a distance of about 2000 miles! That's about the distance from Texas to New York--now that's far!



SONIC SUPER SPECIAL

NEW DESIGNS FEATURE



A CLOSER LOOK AT THE NEW DESIGNS FOR THE ORIGINAL FREEDOM FIGHTERS



SALLY ACORN

The tomboy princess is ready to hit the ground running in her new, sporty look! The classic red hair and blue boots are there, but updated for the modern age! She also sports a proper chipmunk stripe down her back. But what's the secret weapon hidden in her gloves?

ANTOINE D'COOLETTE

Antoine's swapped uniforms from the old jacket to the new, sleeker standard of the Kingdom of Acorn. With no more toupée to worry about, he can leap and spin without distraction! But don't you worry – he's still got his elegant blade and swordsmanship!



ROTOR THE WALRUS

Rotor's always been a big guy, but now he's traded in his paunch for pecs! As the team's battling mechanic, he can get into the fray with the best of them, fixing (or wrecking!) machines with his omni-tool.

BUNNIE "RABBOT" D'COOLETTE

The southern belle is half-roboticized once more! A lot of her arsenal remains – the rocket feet, the shield generator and the laser blaster. But do they still run off her life-force? Does using them still put her in danger?



NICOLE THE HOLO-LYNX

Everyone's favorite computer has received an upgrade! Now with a ring acting as a temporary battery, Nicole can move freely in her holographic form! What new tricks does she have up her virtual sleeve?

SONIC SUPER SPECIAL

NEW VILLAINS FEATURE



A CLOSER LOOK AT THE VILLAINS IN THE NEW SONIC COMIC UNIVERSE



EGG BOSS: AXEL THE WATER BUFFALO

This gruff and rough master of the plains commands the Egg Army of Efrika. He likes his engines loud and powerful. What weapons are hidden inside of him? Those coils of chains and metal horns might be a clue!

CAPTAIN METAL

A new terror sails the high seas of Blaze's world! Fast and ruthless, Captain Metal is rumored to be built from the remains of a robot from another time and another place. With all those modular enhancements, how is Blaze supposed to stop him?!

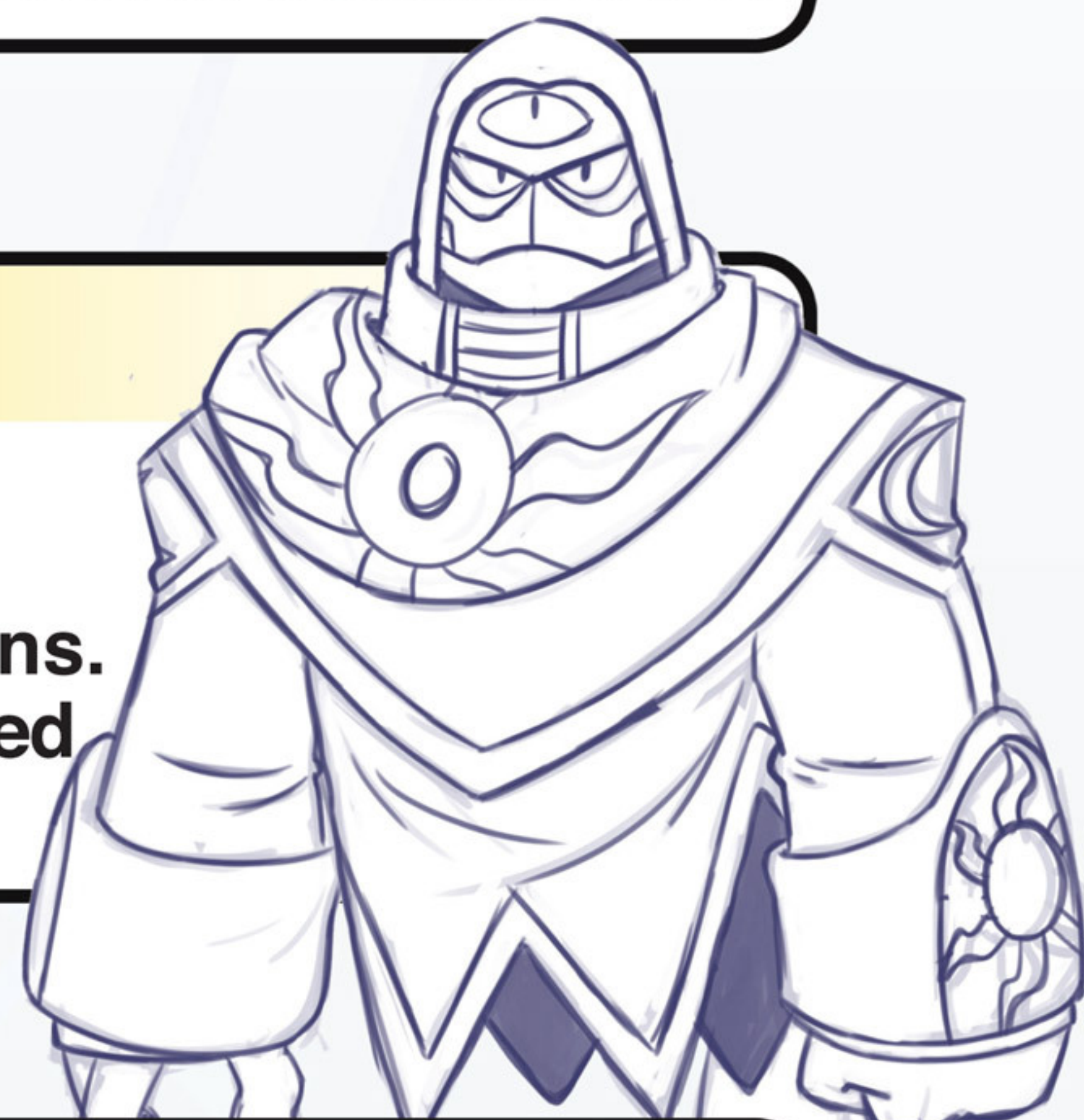


EGG ARMY

The might of the Eggman Empire is felt all over the world! Each unit of the Egg Army is staffed by "cyberized" cyborg Egg Soldiers, and they all answer to the Egg Boss. When they need back-up – look out! Here comes the Badnik Horde, led by a number of super-badnik Horde Commanders!

BLACK DEATH

He was created by Black Doom as a secondary hive-mind to finish harvesting worlds in the Black Arms' wake. Now he is the last leader of the marauding aliens. He still sports the triclops look, but he never developed those wicked, long horns.



ECLIPSE THE DARKLING

The ultimate answer to the ultimate lifeform! Eclipse was developed to counter Shadow in every way. Sleek and sinister, he is a unique version of the Black Arms. And what are these "Dark Arms" he keeps talking about?



SONIC COMIC SUPER SPECIAL FEATURE!

ONE STEP FORWARD

PREVIOUSLY...

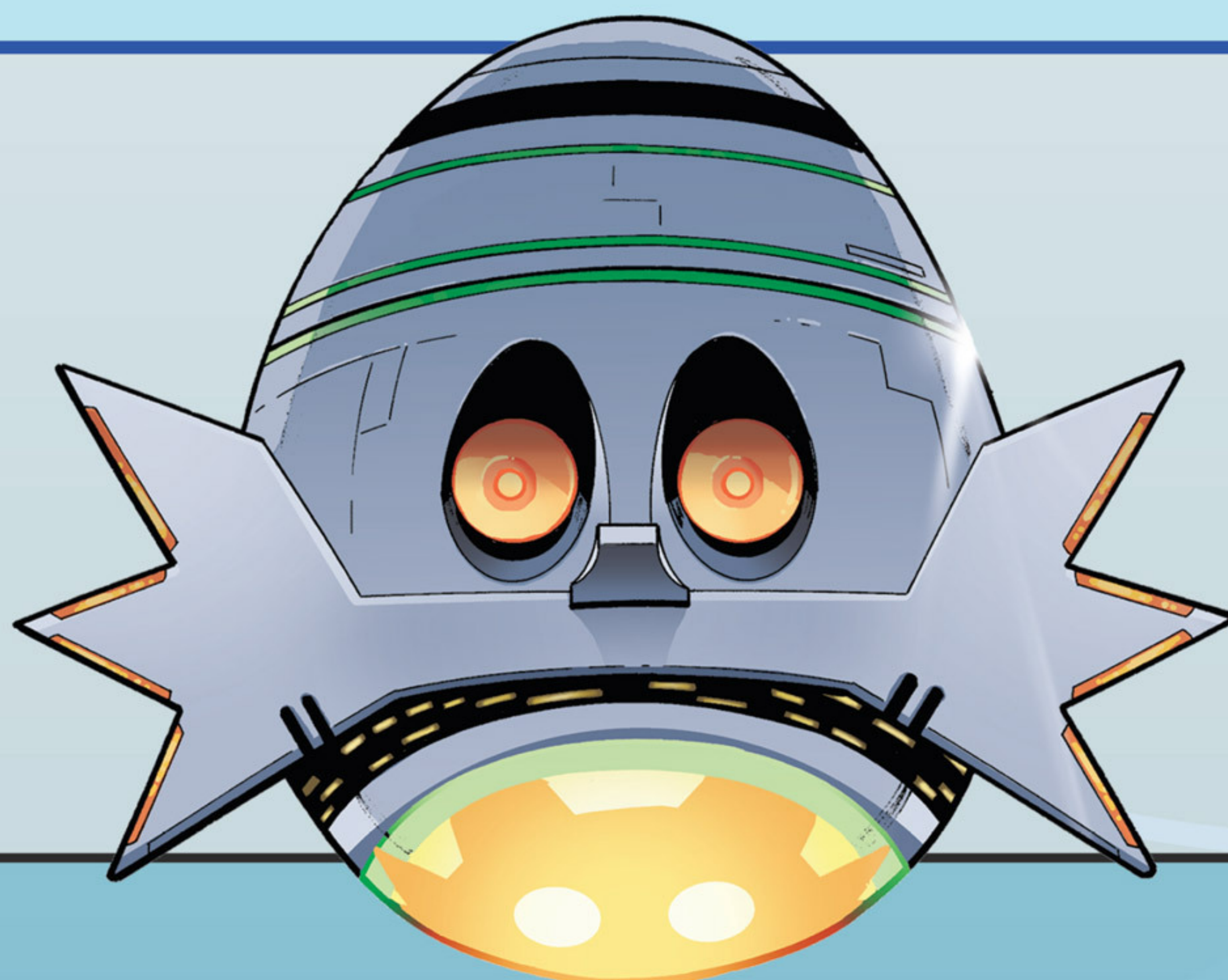
WITH HIS USUAL NEMESIS NO WHERE TO BE SEEN, **SONIC THE HEDGEHOG** TURNED HIS ATTENTION INWARD TO DEAL WITH THE **CRISIS** AT HOME. **IXIS NAUGUS** WAS USING HIS **DARK POWERS** TO **MANIPULATE** THE PEOPLE OF **NEW MOBOTROPOLIS** IN ORDER TO TAKE OVER THE KINGDOM.



THE **EVIL WIZARD** DISTRACTED SONIC FROM THE **EGGMAN** LONG ENOUGH... AND NOW, HE HAS FINISHED HIS **GREATEST CREATION**. WITH THE **BLUE CHAOS EMERALD** POWERING ITS CORE, HE HAS REVEALED THE **EGGDOME'S** TRUE PURPOSE!

WHAT HAS BEEN HIDING IN PLAIN SIGHT FOR SO LONG HAS LAUNCHED WITH AN EARTH-SHATTERING FORCE!

THE DEATH EGG HAS RETURNED.



DID YOU KNOW...

The Death Egg was first introduced to the Sonic franchise in the 1992 Sega Genesis video game, Sonic the Hedgehog 2! The Death Egg has reappeared time and time again, most recently in Sonic the Hedgehog 4 Episode II. In that game, the Death Egg is subtitled Mark II, coincidentally the same name as the current Death Egg in this comic!



WELCOME TO THE PLANET *MOBIUS*--
A WORLD *UNIQUE AND BEYOND* WHAT
YOU KNOW FROM THE *SEGA GAMES*--
WHERE *SONIC* AND THE HEROIC
FREEDOM FIGHTERS WORK TO
SAVE THE WORLD FROM THE
FORCES OF EVIL!

WRITER:
IAN FLYNN

PENCILS:
TRACY
YARDLEY!

INKS:
TERRY
AUSTIN

COLORS:
MATT HERMS

LETTERS:
JOHN
WORKMAN

COVER BY
PATRICK
"SPAZ"
SPAZIANTE

EDITOR:
PAUL
KAMINSKI

EDITOR-IN-CHIEF: VICTOR GORELICK
PRESIDENT: MIKE PELLERITO
SPECIAL THANKS TO CINDY CHAU
AND JERRY CHU AT
SEGA LICENSING

HOW DID
WE MISS IT?
THE EGGDOME
WASN'T JUST A
BUNKER. HE
WAS REBUILDING
THE *DEATH*
EGG!

ONE *STEP*
FORWARD...



Just before Mega Man was whisked away to fight alongside Sonic in “When Worlds Collide,” a new threat was secretly on the rise. Hidden deep in the forbidden Lanfront Ruins was the mysterious super-computer, Ra Moon.



Dr. Wily – who was on the run since his last defeat – stumbled upon Ra Moon purely by accident. Dr. Wily thought he’d found a miracle. Ra Moon’s power was unlike anything on Earth, able to build machines from nothing and even restore Robot Masters without their crucial I.C. chips.



What Dr. Wily didn’t realize is that he wasn’t using Ra Moon – Ra Moon was using him! The Wily Bot army now crowding the ruins? All for Ra Moon. The sixteen Robot Masters? Ra Moon’s personal guard. And then Ra Moon revealed its most devastating weapon: an electro-magnetic wave that could disable all machinery and become toxic to humans. Thanks to Dr. Wily’s help, the wave affected the entire world!

Now Mega Man is up against his most desperate challenge to date. He and a small team only have days to discover Ra Moon and find a way to defeat it. The lives of Dr. Light, Roll, everyone and everything on Earth rests on his shoulders.

And in his way is the largest army of robots he’s ever faced!

Don’t miss “Curse of Ra Moon,” going on right now in Mega Man! ■

SCAN THE CODE TO GET IN
ON THE MEGA-ACTION!



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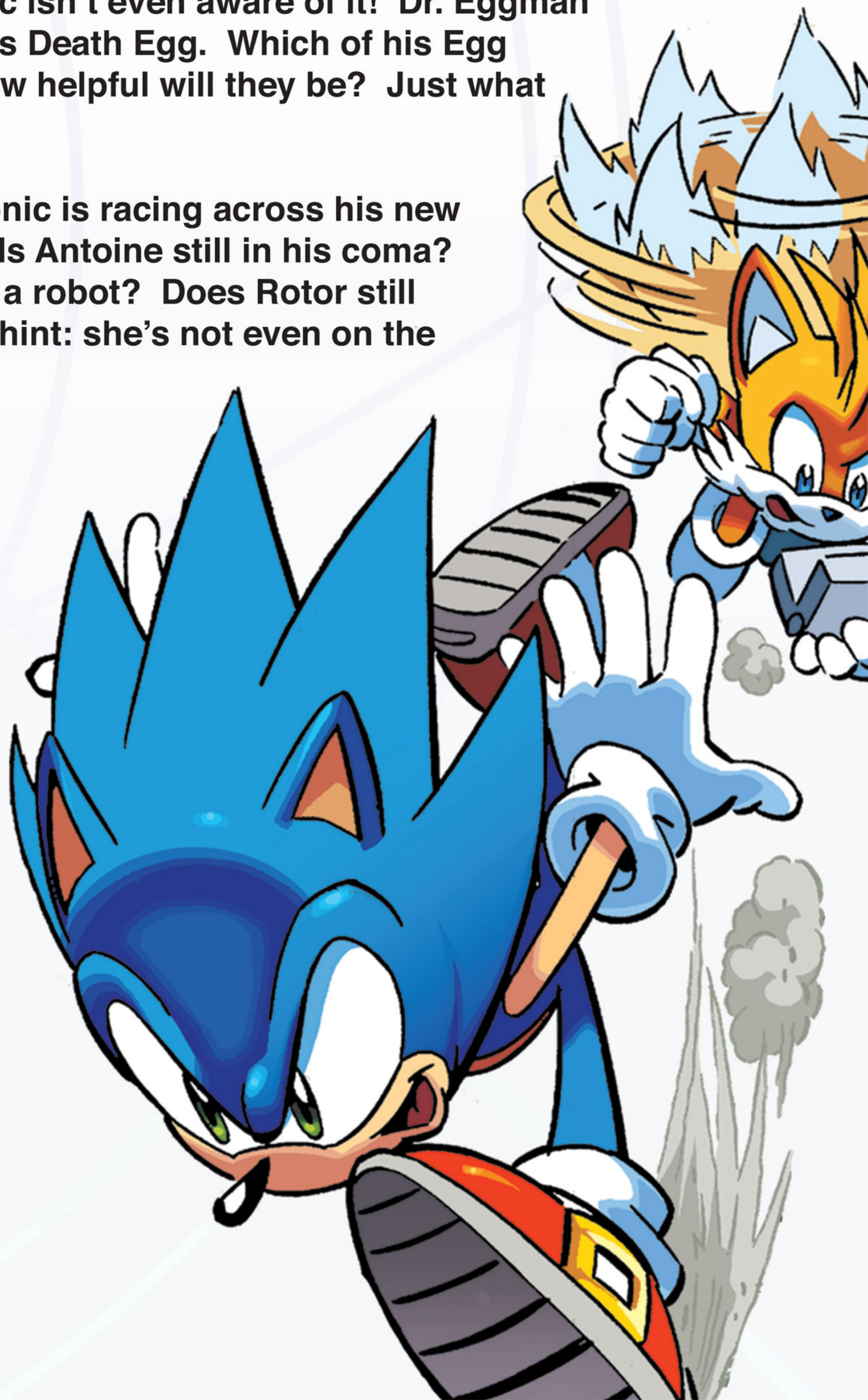
Things were looking dicey for Sonic and his friends before they were pulled into the adventure of “When Worlds Collide.” Bunnie had been deroboticized and gone missing, Antoine had nearly been killed and was in a coma, and Sally had been turned into a killer robot! The Freedom Fighters had fallen apart, reformed as the new “Team Freedom” and “Team Fighters.”

Sonic was beginning to get things under control. With Silver’s help, they had just managed to subdue Mecha Sally when the second Genesis Wave hit. Now all that hard work has been undone – and it’s up to Sonic to catch up and make things right!

But there’s a countdown going on, and Sonic isn’t even aware of it! Dr. Eggman has a clue, and so he’s racing to return to his Death Egg. Which of his Egg Bosses will he meet along the way? And how helpful will they be? Just what is Dr. Eggman so worried about, anyway?

And while the clock ticks down in secret, Sonic is racing across his new reality, trying to find the Freedom Fighters. Is Antoine still in his coma? Is Bunnie still flesh and blood? Is Sally still a robot? Does Rotor still lead Team Freedom? And where is Amy?! (hint: she’s not even on the planet!)

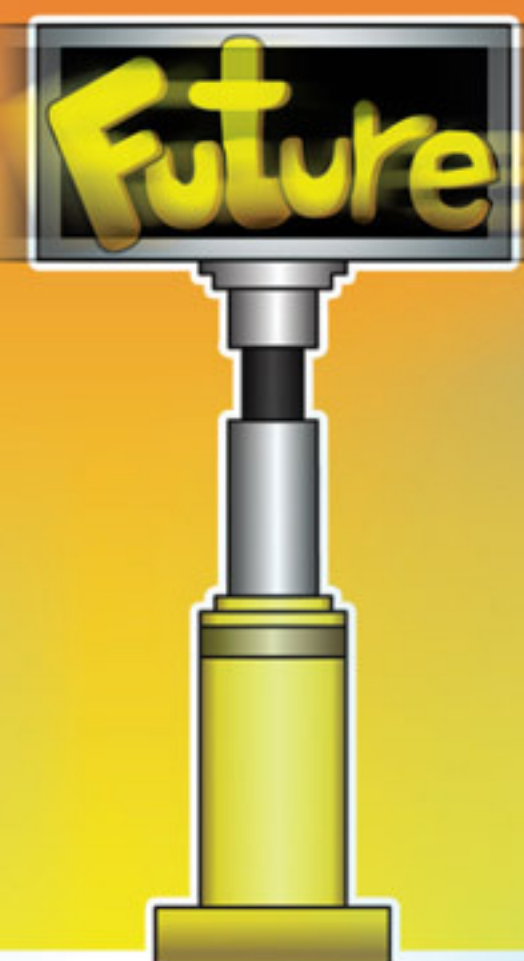
This is the jump-on point for new and old readers alike! It’s Sonic’s first adventure in this new world! And you won’t believe what happens at the end of this “Countdown to Chaos!” ■



SONIC SUPER SPECIAL

PRESENTS

FAST FORWARD



**CHECK OUT THE LATEST IN THE ONGOING SERIES
SONIC THE HEDGEHOG AND SONIC UNIVERSE!**



**SONIC THE HEDGEHOG
257**

FEATURING AN AWESOME
GATEFOLD COVER!

SONIC THE HEDGEHOG 257

The "COUNTDOWN" is over, the "CHAOS" has just begun! "Damage Control": The shattered world is causing chaos everywhere, and Station Square is about to implode! Sonic and the Freedom Fighters must spring into action to save the day, unless someone beats them to the punch.

SONIC ARCHIVES 22

Get ready for super Sonic adventure as Sonic and his Freedom Fighter friends continue their battle in the lost city of Station Square amidst its mysterious human inhabitants! Buckle up for the dramatic conclusion to the Sonic Adventure videogame tie-in story as Super Sonic and Knuckles take on the gigantic monster Perfect Chaos in a battle that will leave you breathless!

AVAILABLE
JANUARY
2014



**SONIC THE HEDGEHOG
ARCHIVES VOL. 22**

ON SALE EVERYWHERE 2.12.14



**SONIC UNIVERSE
61**

SONIC UNIVERSE 61

Shadow and Team Dark versus an invading alien army! "Shadow Fall" Part Three: The mission to save humanity is falling to pieces! Loyalties are tested, aliens are blasted, and NEW characters make their debut in this space-faring new issue!

WORLDS COLLIDE VOLUME 2

"Into the Warzone" collects the historic meeting of two of the biggest video game icons in the world! Dr. Eggman and Dr. Wily have crafted a twisted pocket dimension—the Skull Egg Zone! Sonic, Mega Man, Tails, Proto Man and Rush have to stop them!

AVAILABLE
FEBRUARY
2014



**WORLDS COLLIDE
VOLUME 2**

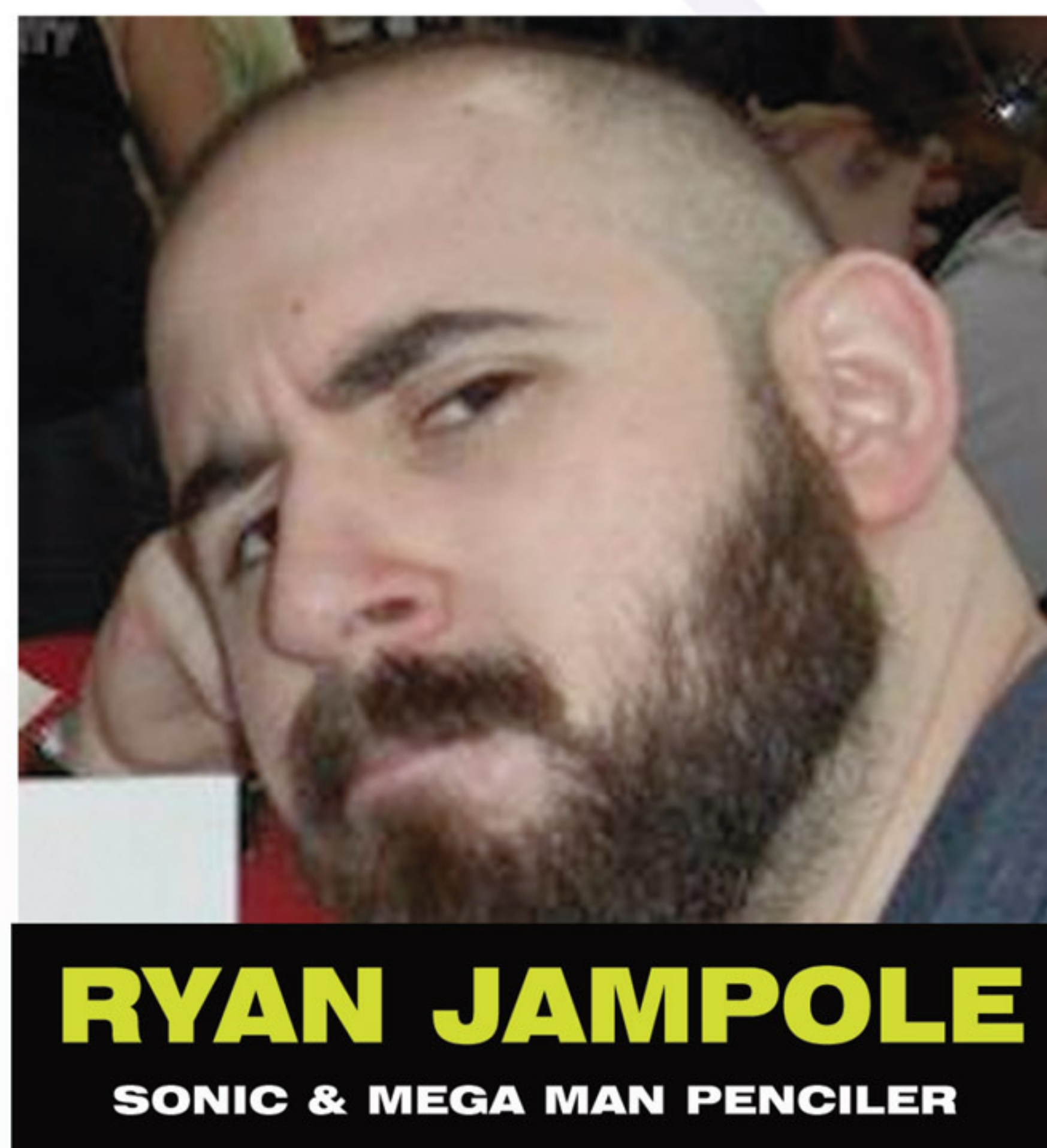
ON SALE EVERYWHERE 2.26.14

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CHECK OUT THE SONIC SECTION @ WWW.ARCHIECOMICS.COM FOR MORE SONIC COMICS!

SSSM: Ryan, you've been drawing the Mega Man™ comic for a while and now the Sonic Lost World comic! How did you get started at Archie?

RJ: A week before NYCC, I think it was in 2011, I went into my local comic store and saw they had started a Mega Man comic. I was so excited I grabbed every issue that was available. Mega Man is by far my favorite character from my childhood, without a doubt. At comic con I had a portfolio prepared to try and get work but nothing that would show that I'm a good fit for Mega Man, I tried anyway. It was kind of a matter of right place, right time. I went to the booth asked for an editor, and the guy at the booth said "Paul, may be in later today, or tomorrow." However for some reason I didn't leave, I think I was waiting for friends. A few minutes later I noticed out of the corner of my eye someone looking at some other guy's portfolio. I tried my best to see if that guy reviewing was Paul, and it was. So I rushed to him after he was done reviewing. I think my opening line was "hey, I have nothing in my portfolio that is Mega Man but I'm hoping the quality of work is better than the context." or something like that. He reviewed it and seemed to like it, except for one page, his exact words were "I hate this page." but he gave me his card anyway. That night, I went home, and stayed up all night fixing that page. I came in the next day, went to Paul and showed him, he was much happier. Then after a few months of email correspondence, and getting my Mega Man art to look more on-model, he gave me the short circuit strips, and then he gave me the entire issue 19, and the rest is blissful history.



SSSM: Sonic Lost World is your first full Sonic issue – what can you tell us about drawing that issue? What scenes inspired you the most?

RJ: I feel very intimidated by Sonic, he's super iconic and beloved, same as Mega Man, but Mega Man has had several versions and interpretations of him, Sonic is very specific in his design. So tackling the blue blur has been an uphill battle for me, but I loved every minute.



My favorite part about the story was drawing the Deadly Six. They have some sensational designs. I also had a load of fun coming up with ways to show Sonic moving quickly, which is important for him. I also never drew a bi-plane before, so that was exciting.

JAM PACKED!

RYAN DID TWO WONDERFUL CHIBI
VARIANT COVERS FOR SONIC 250!
COMBINE THEM TOGETHER FOR
EXTRA AWESOME!



SSSM: You've been drawing your favorite characters since you were young. What is it about drawing comic books that made you want to go professional?

RJ: As a kid I drew Mega Man a lot, A LOT, in crayon... But I stopped at some point because I realized it was all Japanese, and there was no way they'd hired me (if only past Ryan knew the future!) But I always wanted to tell visual stories, and I studied to be an animator for a long time, because in my head that was the only venue to do so. Though I wasn't very good at it. When I was done with high school, and still trying to figure out what to do with my life, my wonderful girlfriend, Diana told me to go to FIT and study illustration. There, I took some comic book classes, because I loved reading comics but wasn't smart enough to put two and two together. In those classes I learned so much about comics and I fell in love with them as a medium for story telling. When I graduated from my bachelors I started going to cons, which lead me to Paul, which lead me back into the loving arms of Mega Man. Which leads us back to question one, full circle!

SSSM: Do you have any favorite/notable moments from any of your past Archie projects? What advice do you have for any aspiring Sonic comic artists out there?

RJ: Drawing Roll is so much fun. She is adorable, I wanna do more Roll centric comics, can I say that here? I'm saying it. Gimme more Roll! My favorite moments are Roll moments, Mega Man™ issue 28 to be precise. SPOILER, Roll getting shot, that was big for me. As a story teller I loved the idea of it, as a fan, I was sad to draw it. A very complicated moment in my life, haha. I also got to draw Splash Woman, which is my favorite robot master. I love the little mermaid, so that was a blast. The best advice I can give is, anyone can draw Sonic given enough time, so while that is important, it's more important to learn to tell stories in comic form. If a person can't figure out what's going on in the story then no amount of on-model Sonic drawings will compensate for that. Also, if you want to be a professional comic artist, always keep with your deadlines. That's the MOST important thing about what we do. But really kids, have fun. It's comics! ■

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DID YOU SEE RYAN'S ART IN SONIC AND MEGA MAN™ WORLDS
COLLIDE PART FOUR, AKA MEGA MAN™ ISSUE 25?

